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VISIONS
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Sonic Spinball
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Special Champion Edition
October/November 1993
$3.95
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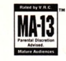
The Best Moves Win.

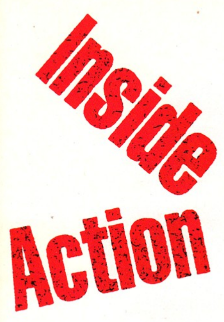
New moves in this Special Champion Edition make the fighting more exciting than ever.



Kick Some ________.

And hit the streets to your nearest store.



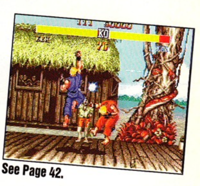




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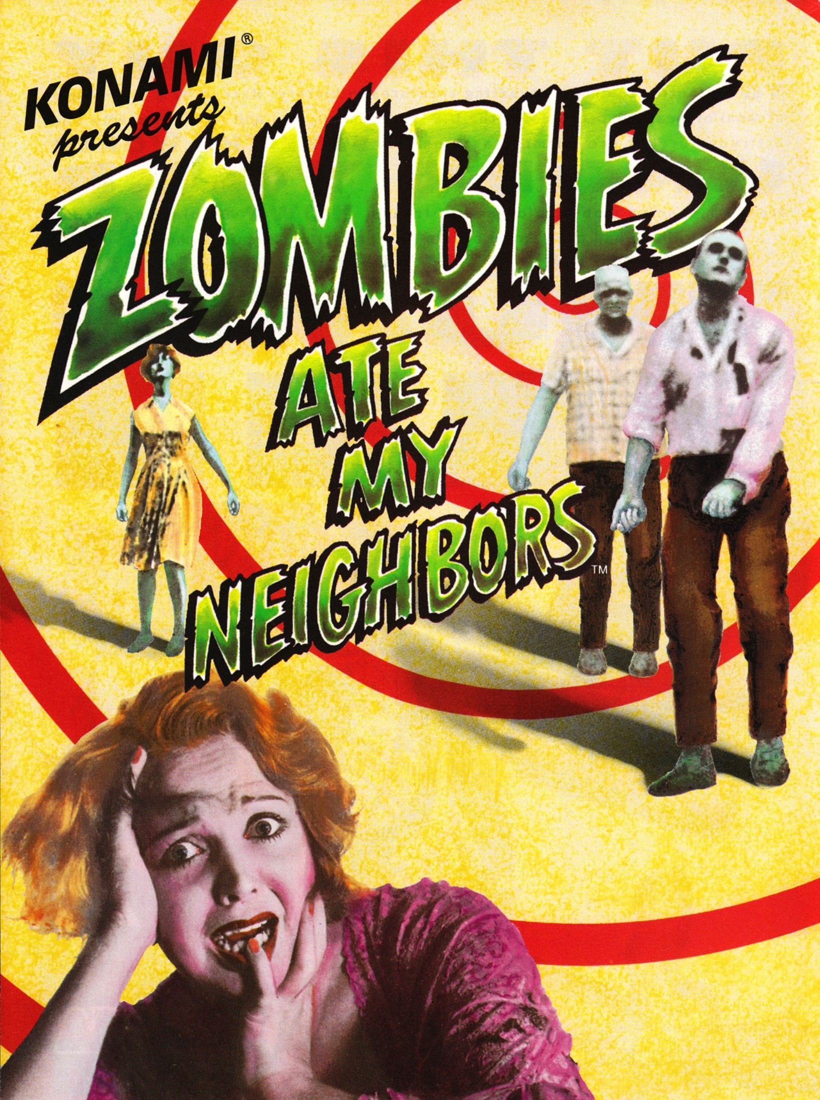
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Fifty-five B-horror movies rolled into one are now slaying in your neighborhood. Scream to the sounds of "Hedgemaze Chainsaw Mayhem," "Mars Needs Cheerleaders" and "Weird Kids on the Block." Find your way through a "chopping" mall, a grocery store, mysterious monster islands, a haunted house and your own Zombie infested backyard. Run, swim and trampoline over hedges to escape hordes of Zombies, Chainsaw Maniacs, Mummies, Evil Dolls, Lizard Men, Blobs, Vampires, Giant Ants, Martians and more. Or take them out with your uzi squirt gun, exploding soda pop, bazookas and weed wackers. In a pinch use one of your collectible power-ups like secret potions and bobo clown decoys. Go it alone or as a Zombie squad of two. The game goes on and on and on. Run for your life! It just won't die!!




AAAHHGH!
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CAN YOU HANDLE IT?
FUNTRONICS
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Say What?

Overheard at Sega

For the Kid Who Has Everything



You may want to start working on Santa a little earlier this year, especially if you plan on asking for one of these mountain bikes from the American Bicycle Manufacturing Corp. Made from the rare element beryllium, this baby will set you (or Santa) back about $26,000 (yes, twenty-six thousand dollars). Because beryllium has the highest stiffness-to-density ratio (which means it is both rigid and light), the frame weighs only two pounds, compared to four pounds for an aluminum frame of the same size. By the way, if you do get one of these bikes, it's a good idea to bring your butler or personal chauffeur along to keep an eye on it while you're in the mall.

Running Light

Lots of cars and not much light — hardly an ideal environment for jogging. A strip of reflecting tape probably wouldn't save you from an eighteen-wheeler, while strapping lights to your body would make you look like a Christmas tree. To brighten this dismal scene, LA Gear has come up with the CrossRunner Series, jogging shoes that light up on impact. Lights are inserted into the heel of the shoe, making you visible to traffic. You can turn the lights "on" or "off" by flipping the battery-and-light cartridge up or down. CrossRunners retail for about $80, and are worth every penny for those who like to run after dark.

What Was That?

It's a scooter. No, it's a skateboard. Wait, it's a toboggan. Call it what you like — the board's developer, Smith-Horton Enterprises from Chatanooga, TN, calls it The Rad Board, a name that fits its strange appearance. The Rad Board is actually three short skateboards joined together, with a total of eight wheels and handlebars at each end. You can sit on the middle board and ride it like a toboggan, or stand on one of the end boards and ride it like a scooter. Its unique design will allow the kinds of combination moves that only veteran skateboarders could dream up. The Rad Board should be available in stores this holiday season.



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SEGA VISIONS

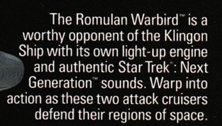
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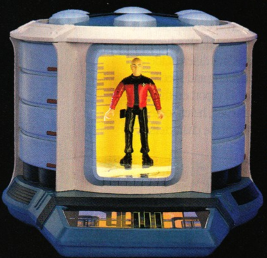
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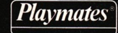
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Spidey Update

If you're a Spider-Man fan (and who isn't?), you'll appreciate this new scavenger hunt jointly sponsored by Sega and Marvel comics. The developers of *Spider-Man CD* scattered a total of 21 special icons in the game. These icons, which represent the covers of the first Spider-Man comics, are hidden in secret places throughout the 45 levels of the game. The object of the scavenger hunt is to collect all 21 icons and finish the Nightmare level before your time expires. If you do, a special screen will appear containing your score, time and a secret identification number. Record all three on the entry form. Your entry form will qualify you for a special drawing. You can find more information about this exciting contest in every *Spider-Man CD* package.



Sonic in the Spotlight

It's official! According to the most recent "Q" Study (which measures the popularity of characters, real as well as fictional), Sonic was found to be the most popular video game character among all respondents. Sonic's buddy Tails ranked number four, while a certain Italian plumber ranked number eleven. OK, so Sonic's the number one video game character, but how does he fare against real people, you know, the big guys like Arnold Schwarzenegger or Jason Priestley? Well, among six-to-eleven-year-old boys, Sonic ranked third after Arnold Schwarzenegger and Michael Jordan, ahead of the Teenage Mutant Ninja Turtles, Bart Simpson, and of course, Mario.

Eternal Champions

If you thought *Mortal Kombat* was hot, wait till you get a load of *Eternal Champions*, the latest production from Sega Interactive. This 24-meg game features nine hot martial arts characters, each one with his (or her) own special moves. Our first look convinced us that this fighting game will emerge the ultimate champion, making all the others look puny. *Eternal Champions* will have the biggest sprites and the most fighting moves (35 to 45 fighting moves, and seven special moves per character) than any other fighting game. In addition, the increased number of animation frames (up to 14 frames per move), make for smooth action unlike anything you've ever seen. The flowing movements of Larcen Tyler's coat, for example, add a touch of realism that's missing from other fighting games.

The storyline for this game is sheer comic book: The Eternal Champion has brought back nine of the greatest fighters in history to fight in one last tournament, their one last chance to prove themselves the ultimate champion. Beat the other eight fighters, and you can go up against the Eternal Champion himself. And if you can overcome the Eternal Champion, you get to live out the rest of your life. But beware, the Eternal Champion has five different identities, each with his own fighting and special moves. We'll be giving a full report on this hot hot title next issue; meanwhile, here's some background info on some of the characters:



Shadow Yamoto uses a fighting style known as Taijutsu, a forerunner of modern Judo, mixed with Ninjitsu, the art of invisibility. Shadow's weapons include darts, daggers, throwing stars, brass knuckles and smoke bombs. Cloaked in darkness, Shadow becomes unstoppable. Her cry as she goes in for the kill: "You have no honor!"



Larcen Tyler uses a style of Kung Fu known as Praying Mantis, which is characterized by fierce grasping movements, clawing attacks and punches. One of his favorite moves is the Ceiling Drop, which allows him to attack opponents from above. His cry as he goes in for the kill: "You're mine, Punk."



Xavier embraces Hapkido Cane Fighting, a form of nonviolent counterdefense that makes almost exclusive use of his cane. If the force of an attacker's blow is strong, it is met with a soft reception and countermove. If the force is soft, it is countered with a powerful defense. One of Xavier's special moves is his ability to change his opponent into another entity, thus causing mass confusion.

Flash!

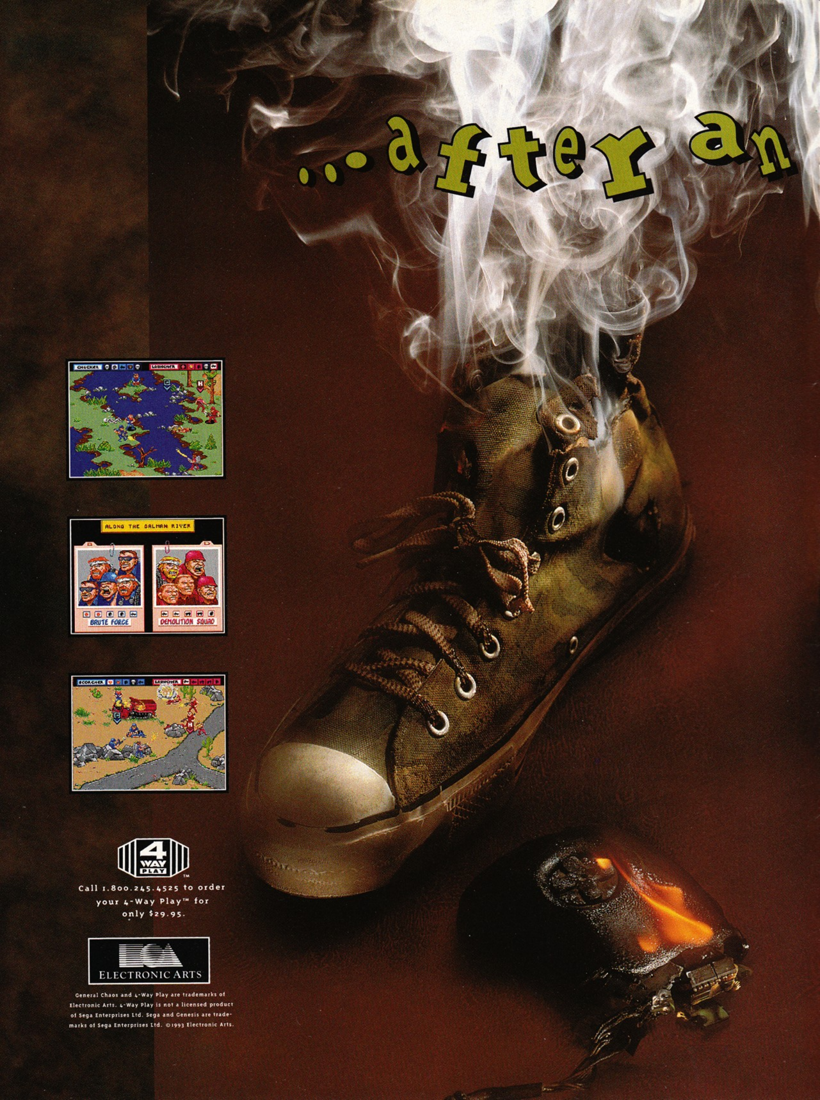
You'll be able to participate in an *Eternal Champions* tournament at the EGM/Hero video game mall tour this fall through November 21. Here are the relevant times and places*:

October 1-3	Danbury, CT	Danbury Fair Mall
October 14-16	Paramus, NJ	Garden State Plaza
October 22-24	Atlanta, GA	Town Center at Cobb
October 29-31	New York, NY	Smith Haven Mall
November 19-21	Philadelphia, PA	King of Prussia Plaza

*These locations may change without notice.



My buddy quit smokin'...



...after an
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What Firepower! What Destruction! What a Party! It takes a mercenary's instincts and a warped mind to command the forces of General Chaos against General Havoc's storm troopers in this manic 1-4 player action game. Your enemies are tough-dispatch one of four assault squads to tenderize them. Charbroil them with flamethrowers or get a grip with hand-to-hand combat. Remember, the only rule is there are no rules!

Yo Sega!

Yo Sega!

What is CES? Where is it and how do I get tickets?

B.A., Lake Station, IN

CES stands for the Consumer Electronics Show, a trade show for the consumer electronics industry. (Consumer electronics includes products like TVs, stereos, computers and, of course, video games.) The show is held twice a year — in Las Vegas in January and in Chicago in June. Because it's a trade show, it's generally open only to members of the industry or members of the press. The last two Chicago shows, however, have permitted the general public to attend on the last day of the show. The Chicago shows are held at McCormick Center, and tickets are available at the door. Incidentally, last June's CES was a major success for Sega, with live demonstrations of Sega VR and the Activator. Almost all of the magazines that reported on the show said that Sega had a better showing than "the Other Guys."

Yo Sega!

I like Sega! I am a big fan of Sonic. I have both games. I like the color, graphics, electronics, fun, action, sound and, best of all, the way you make them. How do you fit so much excitement into a little microchip?

C.G., Indianapolis, IN

That's the magic of video games. And if you don't believe in magic (say if your parents are accountants or scientists), that's how modern technology has managed to shrink everything to a fraction of its original size. Thirty years ago, a computer with the capability of a Genesis would have filled an entire room and would have cost about half a million dollars. And because microchips were not yet available, a *Sonic 2* game would have come on about 300,000 punch cards, and would have taken about 15 hours to load into the computer. If the same advancements had been made in the auto industry, a Rolls Royce today would cost $10, would get about 1,000 miles to the gallon and would fit in your pocket.

Yo Sega!

Do you know if it is possible for Sega to make a special cord for Genesis so that four players could play at the same time? And if it is possible, is there a way that you could use these special plugs for original two-player games like *X-Men* or *Streets of Rage*?

K.B.C., Batesville, VA

Sega is developing a four-player adaptor that will plug into one of the control ports on your Genesis and let you attach up to four control pads. While it can't turn two-player games into four-player games, future games will allow four or more players. For example, *Wimbledon Tennis* and *Gauntlet IV* will be four-player games, while *Columns III* will be a five-player game. Another game under development will allow up to eight players. Stay tuned for more info.

Yo Sega!

I am the artist of the family. My younger brother is the brain. He can figure out how to play any video game. Anyway, my brother thinks that only boys can be good at video games. I think that is totally sexist and that girls are just as good as boys at playing video games. What is your opinion?

K.P., Columbia, SC

We think girls are just as good as boys at playing video games, but that boys seem to be more interested in playing them. That may be because a lot of games are fighting or sports games, and girls prefer different kinds of activities. We'd love to hear from more girls who like to play video



games. Write to us at Yo Sega! and tell us your age, how long you've been playing, and a list of your favorite games.

Yo Sega!

My mom and I disagree about video games. She thinks playing hurts your brain and thinks video games should be banned in this country. I think video games help hand/eye coordination and they don't hurt your brain.

G.W., Allen Park, MI

They do help hand/eye coordination and they also help with problem-solving and creative thinking. There are lots of other things out there that can hurt your brain, such as drugs or violent crimes. Just think, if everybody stayed home and played video games, drug dealers would go out of business.

Yo Sega!

What method does Sega recommend for cleaning games and the system?

J.P., Weatherford, TX

Sega has two products for keeping your game cartridges and game system clean — one for Genesis and one for Game Gear. The Genesis Cleaning System plugs into the Genesis cartridge slot and cleans the cartridge contacts. Meanwhile, you can plug your game cartridges into the Cleaning System to clean those contacts as well. The Cleaning Gear works exactly the same way to keep your Game Gear squeaky clean.

Yo Sega!

How do you come up with such great ideas for your magazine?

D.Y., Dover, NJ

Aw, shucks. We're just doing what comes natural. Anyway, it's easy when you have great products to write about.

Yo Sega!

I read in your June/July issue of *Sega Visions* that there will be a Sega Channel coming to cable this Fall. Will this new channel have Sega CD games or just Sega cartridge games?

C.L.E., no address

Sega Channel subscribers will be able to download games into a special cable adapter that plugs into the Genesis cartridge slot. The cable adapter contains enough memory (or RAM) to let you download cartridge games of up to 16 megs in size. (We understand that RAM upgrades will be available, allowing you to download even bigger games.) Because CD titles are often 400 megabytes or more, you would be able to download portions of a game for a preview, but not the entire game.

Yo Sega!

I really wish you would put more codes in your book.

M.B., Bellmawr, NJ

Your wish is our command. From now on, you will be seeing more codes, hints and tips in the pages of *Sega Visions*. Check out VizKidz! for codes and hints, and Sega Visionaries for tips and hints from readers.

Yo Sega!

I'd just like to say that *Sega Visions* is my favorite magazine and it helped me decide on three games that I bought and really liked. Your magazine has shown me what the games are like and what the pros think about them.

E.U., Jericho, VT

Consider us the *Consumer Reports* of video games. We get to see a lot of games before they are released on an unsuspecting public. Our job is to tell you all about the killer titles while remaining mysteriously silent about the bogus ones.

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HOT ENVELOPE ART!





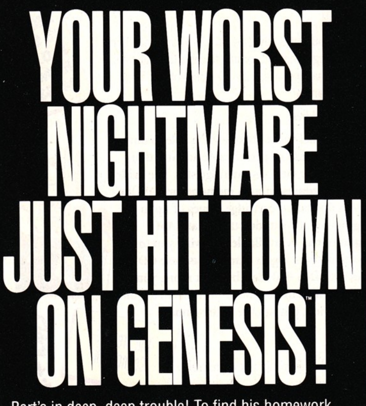
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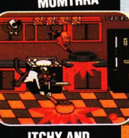


Artist Unknown


YOUR WORST NIGHTMARE JUST HIT TOWN ON GENESIS™!
Bart's in deep, deep trouble! To find his homework, he has to outwit the bazooka-firing Itchy and Scratchy, battle the mighty Homer Kong, escape the dreaded Momthra, and more! Help him if you dare...but hurry! The fire-breathing, laser-firing Bartzilla is coming... and this dream has nightmare written all over it!!!


NEXT STOP... BART'S NIGHTMARE
BARTMAN TO THE RESCUE
EVER-DANGEROUS MOMTHRA


IT'S SMILING JOE FISSION
TEMPLE OF MAGGIE MAYHEM


ITCHY AND SCRATCHY HIJINX


READY... AIM... PLUNGER!
WHY YOU LITTLE...
GREAT BALLS OF FIRE!


GASP!
ALSO LOOK FOR BART VS. THE WORLD ON GAME GEAR™!
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MATT GROENING

WHO'S NUMBER ONE IN COLLEGE FOOTBALL?

Finally you can answer that question. With the National Championship Tournament in Bill Walsh College Football.™

It's the game that lets you pit the best 24 teams from '92 against each other. Like Alabama, Miami, Washington, Florida, Michigan, Stanford, Georgia. And see who's in a class by itself.



Bill Walsh captures the character of the college game. The triple option, wishbone, and 2-point conversion. College rules, formations, and schemes. The wide-open gameplay. The speed of the South, power of the Midwest, finesse of the West. Classic rivalries. Rabid fans. Cheerleaders. It's all there.

You can even settle the question of who's the best college team of all time. Because the game also includes the top 24 greatest teams since the '70s. Teams like Alabama '78, Pittsburgh '80, Nebraska '83, Auburn '83, Oklahoma '85, and Colorado '90.





Only from EA SPORTS. 4-Way Play™ lets four players compete at the same time: 2 on 2, 3 on 1 or 4 against the computer. Perfect for tournament play. Call 1-800-245-4525 to order yours for only $29.95.





BILL WALSH
COLLEGE
FOOTBALL



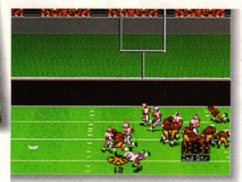
From The Designers Of MADDEN FOOTBALL

By Jim Simmons And High Score Productions
Licensed by Sega Enterprises Ltd. for play on the SEGA™ GENESIS™ SYSTEM



In designing this game, Bill Walsh has definitely done his homework. The famed Stanford coach has scripted a variety of gameplans. So you have the best line of attack to kick-off the game. Bill's also scouted all the teams. Giving you a gold mine of insider information and team tendencies.

It's the fastest, most explosive football yet. Bluff your plays. Set your own audibles. Make the right calls and you could wind up #1 in the rankings after the National Championship 16-team playoff tournament.



Run all the classic college plays. Like a highstepping tailback behind a wall of student body blocking.



It's a much faster game with one-step play calling. You can also bluff plays and set your own audibles.



Now the hits are bigger than ever. If you turtle the running back, he stays on his back.

The action's never been more in your face. Reverse angle replay and panning stadium cams deliver a closer view of the field. So the players are bigger, the hits more intense.

Call (800) 245-4525 anytime. And choose the number one team in college football.



If it's in the game, it's in the game.™



Shoot the Chutes!

Don't forget to look for hidden areas.

You have to choose the correct funnel. Left, right or middle?

Spin up and blast through the S-curves.

OVERVIEW

Blast-based and ready to roll — it's *Sonic Spinball* from Sega! This new Sonic title breaks away from the traditional in techno-pop video pinball style...with a Sonic twist. Travel to Robotnik's Volcano Veg-o Fortress and take on his diabolical Pinball Defense System. Our blazing blue hero bounces, bursts and cracks drop targets, finds hidden rooms and braves diabolical contraptions in his attempt to release his friends before they're all sent to the Veg-o Converter. This spectacularly sonic cart will have you careening Sonic from bumper to flipper without losing an ounce of his true nature. The Blue Blast is back in a great new pinball attack!

Rated by V.R.C. GA Appropriate for all audiences. General Audiences

Prepare for a Sonic Boom

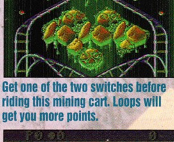
Sonic Spinball will propel you through a series of great pinball worlds, each packed with hidden rooms, Power Emeralds to collect, bonus pinball rounds that allow you to torment Robotnik and a boss area where you challenge the mad fool's mutated meddlings with nature. Graphically, Sonic has more animation than ever before and you'll marvel at his ability to drop in and out of his spinball-shape at any flat surface. The roboticized tunes have more edge than any previous Sonic title with a hot techno-pop score created just for the game. Get your spin up to speed and get ready — *Sonic Spinball* is a blast !

Toxic Caves



Use the barrel to get across the Toxic Waste. There's a Power Emerald nearby.

You can get out of this monstrosity's mouth with an early jump — otherwise this Sonic-eating serpent gets dinner.



Get one of the two switches before riding this mining cart. Loops will get you more points.



Button A and Button B are the right and left flippers. Button C hits both or you can configure these yourself.



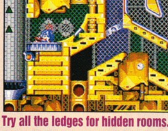
Do it right and the cart will take you to a Power Emerald.



The first boss can be beaten by hitting him on his tail first.

Lava Powerhouse





Try all the ledges for hidden rooms.



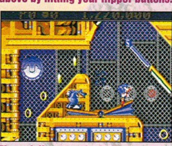
Hit the cannon for enough speed to get through difficult areas.



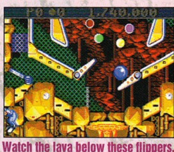
Use the smoke puffs to bounce off an enemy and get up into the tube above by hitting your flipper buttons.



To get through the second Steam Arena you'll need all your Power Emeralds.



These fellows on the bellows will be very helpful.



Watch the lava below these flippers. No one likes a quick-fried Sonic.



Don't forget to do what Sonic does best — collect rings!



In the second boss area, jump inside the Evil Boiler and take out the RoboHeads individually.

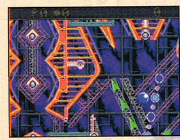
HOT HINTS

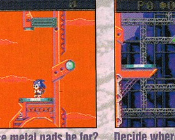
- When in ball form, Sonic can be directed somewhat with the D-Button.
- Collect Power Emeralds in each of the Worlds.
- You can give the table a shake — just don't Tilt!
- The top display gives you hints on what to do next and kudos for great moves.
- Get Sonic to hang out on any available surface. This will help you search for hidden areas and to plot your next blazing pinball triumphs.
- Use Sonic's Spin/Blast to get up speed on flat game areas.
- When standing or nested at a flipper, use the D-Button to look up.

Just Review It

GENESIS

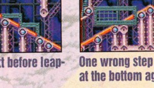
Showdown


Ever upward, Sonic!



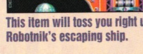
What could these metal pads be for?


Decide where to go next before leaping...not during.





One wrong step could mean starting at the bottom again.




This item will toss you right up to Robotnik's escaping ship.

Toxic Zone

The Toxic Caves Boss.

Ride this cart for fun and Emerald Power.



Fall in for one of the Emeralds.

Release these barrels.

Sonic in a barrel!

Another Emerald!

Hear the sound razor-sharp adamantium Claws make as they extract their revenge.



Juggernaut is one tough mutant, even against Wolverine's fierce claws. Fire Gambit's energized cards and introduce Juggernaut to Storms tornado force winds.

SEGA
GENESIS



Welcome to the next level™


Sabretooth growls his defiance. Cyclops needs Archangel's razor sharp blades to help Nightcrawler send him back to his maker.


Cyclops watches for Sentinel attacks as Gambit uses Iceman's bridge to annihilate the hovering Sentinel.


The final battle takes place on Asteroid M. Defeat Magneto's Acolytes and the Master of Magnetism appears.

MARVEL COMICS

OVERVIEW

The biggest and best *Jurassic Park* game is coming to The Next Level on your Sega CD. *Jurassic Park CD* is one of the most exciting multimedia games ever to be put on a disc. We are sure you've never seen anything like it. *Jurassic Park* continues to be big news. Almost everyone has seen the movie, bought a *Jurassic Park* shirt or tie, Raptor Egg candy or other licensed stuff. Sega's Genesis and Game Gear versions of Jurassic Park are major hits. Now, live the adventure.





Jurassic Park CD is a different game than the Genesis and Game Gear versions. The first thig you will notice is how real everything seems. The entire game takes place in first-person-perspective. You see everything through your character's eyes, as if you were there.

Jurassic Park CD invites interaction. The only way to win the game is to explore, search, touch, investigate and try every object. Graphics are sharp and lifelike, incorporating detailed, digitized full-motion video in vivid color. Sounds are also true-to-life and recorded with QSound™, a new 3-D sound technology. Sega went to the deepest, darkest swamps across the nation to record the jungle sounds for ultimate realism. Play *Jurassic Park CD* through a stereo and you'll hear the movement of dinosaurs as they pass left-to-right.

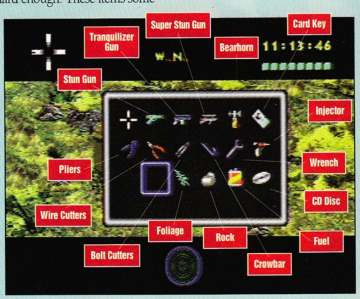
The game begins where the movie ends. You play as a scientist sent into Jurassic Park shortly after the dinosaurs have gone on a rampage. The helicopter crashes as you attempt to land, leaving you stranded on the island. You have only 12 hours to rescue the eggs of seven different species of dinosaurs and place them in the incubator in the Visitor Center. With no map of the island, you have to rely on Territory markers and animated kiosks to learn about the dinosaurs in Jurassic Park and to find the Visitor Center.

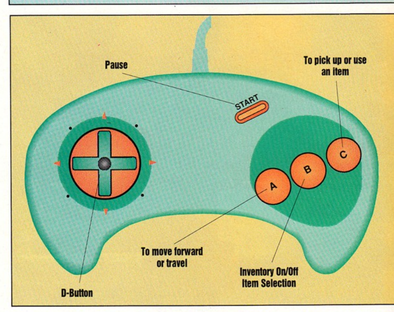
Icons and Action

Jurassic Park CD is icon driven. To pick up, look at or use an item, or to move in a direction, you use the D-Button to "point" and press the appropriate control pad button, almost like using a mouse. As you move the cursor around the screen, you'll see the cursor change to one of three things: a magnifying glass inviting you to take a closer look, an arrow to indicate that you can move from the Area in this direction, or a green cursor that indicates you take some sort of action. A hand indicates that you can pick up an object and add it to your inventory.

A Scientist's Bag of Tools

Since they've sent you in to collect eggs from seven very large...and dangerous...dinosaur species, you'll be in need of some ingenuity and a variety of tools. Tools you can find aplenty...if you search hard enough. These items sometimes are in plain sight and sometimes are revealed only after a closer look. Using an object on another item outside your inventory, like bolt cutters on a lock, often has positive results.







You'll find the first Card Key near the crash site. Look carefully.

Brief intermission scenes take you on a journey between Territories and Areas. The footage was taken from live video and heightens the feeling that "you are really here."

Your ride in crash lands on the Island. You have only 12 hours to rescue the eggs. What should you do first?

Take a look around the helicopter. You don't want to miss important items, like the Stun Gun.

You'll find dinosaur eggs when you inspect the Areas within each Territory. Once collected, you still have to get them to the incubator in the Visitor's Center.

Dr. Robert Bakker is one of the world's leading authorities on dinosaur behavior. He is a way cool guy. Press the "Play" icon at the information kiosks and you'll receive a short briefing from Dr. Bakker on the dinosaurs in the Territory and their behavior.

Use Card Keys to gain admittance to locked areas of the park.

ILLUSTRATION BY HILBER NELSON



Use a Card Key to open the Control Room door.

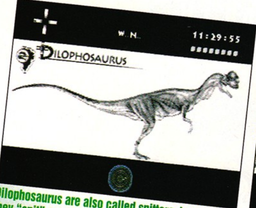
You'll need the right Card Keys...and the right tools...to fully explore the Visitor Center. Somewhere here you'll find the incubator.

Explore the Control Room carefully. You just may find some computer equipment that will be of great help.

Something important is in this box. You need a specific tool to open it.

The Super Stunner is your best bet against T-Rex. You'll need a special Card Key to get it, though.

Jurassic Park CD features spectacular digitized video and sound sequences, such as climbing or descending stairs or walking down halls.



Dilophosaurus are also called spitters, because they "spit" green gobs of poison. Find the right kiosk to learn all about this species of dinosaur.



Use a rock to block this log for safe crossing.





Cross the stream and you'll encounter this spitter. Have the Stunner ready or you'll take damage.



The Dilos guard their eggs carefully. Get the rock and block the log before you make a play for the eggs.

Velociraptor Territory



You'll find a Card Key to the Visitor Center somewhere near here.



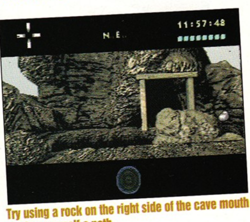
Raptors run rampant through the caverns. This is one of the trickiest Areas of the Velociraptor Territory.



Keep a close watch on your motion detector. Raptors are smart, move fast and can easily catch you by surprise.



Uh oh. Here comes trouble. Hope you are fast on the Stunner or the Tranquilizer Gun.



Try using a rock on the right side of the cave mouth to give yourself a path.



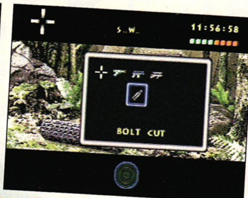
Triceratops are large and armored, but are herbivores and harmless...if left alone.

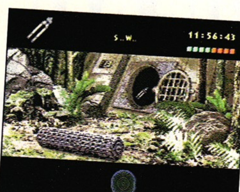
Now you know what happened to this jeep. Don't let yourself get caught in the same fate.

Look carefully in the Triceratops Territory to find this important case...and its contents.

These lumbering giants won't pay you any attention...until you try to snatch their eggs. Be ready for a quick getaway.





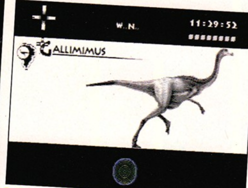


Getting to the Gallimimus eggs calls for some tricky moves. First, roll the fencing away from the base of the grate. You'll find a pair of bolt cutters. Pick them up, then select bolt cutters from the inventory and use them on the grate. It's open and you are through! Cut the grate on the other side and look left.





Move through the Gallimimus Territory and you might see the mighty T-Rex at the dinner table.



Gallimimus is light and fast on its feet, but can be easily frightened.

Tyrannosaurus Rex Territory



In the Tyrannosaurus Rex Territory, you should move softly and fast. A Card Key will open this gate.



This is about as fatal a view as you will ever see.

...atops
...tory



If you see these legs, you have trouble. When the door is open, super stun him, then run for your life.



Tunnels and drain pipes are the safest way through T-Rex Territory.

HE SAID HE'D BE BACK

HE'S BA

WITH MORE LEVELS MORE ENEMIES MORE WEAPONS MORE CONTROL

THE TERMI

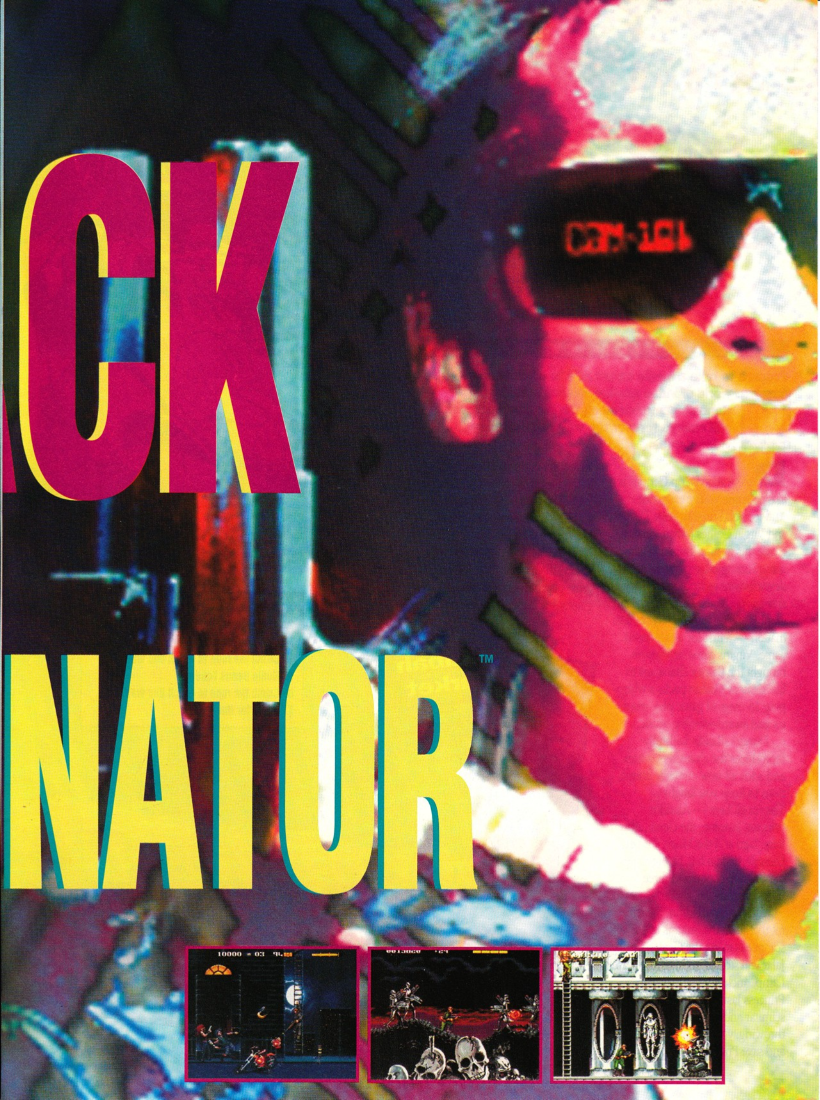


IN A CONTEST MORE CHALLENGING, MORE INTENSE AND MORE COMPLEX THAN ANY YOU'VE EVER FACED BEFORE. THE TERMINATOR FOR THE SEGA CD™ GIVES YOU MORE THAN TWICE AS MANY LEVELS AS THE SEGA™ GENESIS™ VERSION, PLUS DIGITIZED FOOTAGE FROM THE ORIGINAL FILM, REVOLUTIONARY QSOUND™ AND HARD ROCKING ORIGINAL MUSIC. SAVING THE WORLD HAS NEVER BEEN MORE FUN.








CK
NATOR™
10000 = 03





OVERVIEW

Prepare to take a magic carpet ride to a whole new world of video gaming. *Disney's Aladdin*, the Genesis game based on the blockbuster movie, will change forever the way you think about video games.

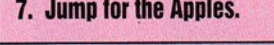
Rated by V.R.C. GA Appropriate for all audiences. General Audiences

Disney's *Aladdin* on Genesis is like no game you've ever seen. And for good reason: Sega, Disney and Virgin Games joined forces to create this ground-breaking game using cutting-edge graphics and development technology. Disney animators created *Disney's Aladdin's* graphics using film-quality cel animation — a first for a cart-based game. Virgin's game developers brought the Disney characters to life. *Disney's Aladdin* packs a whopping 16 megs of game play, graphics and award-winning music.

Disney's Aladdin faithfully reproduces the characters' antics and adds all-new comedic animations to keep you laughing. They're all here — Aladdin, Princess Jasmine, the Genie, Abu, Jafar, Iago and the Magic Carpet. *Disney's Aladdin* has 11 big stages of non-stop action and three bonus rounds.

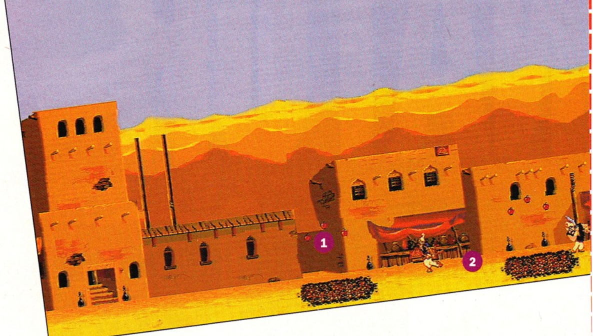
You play as Aladdin, the street rat that Jafar, the Sultan's evil advisor, needs to get the Genie's Lamp. Jafar will stop at nothing to get the Lamp...including kidnapping Princess Jasmine! Armed with a scimitar and Apples for long-range throwing, you must find the Lamp and save Princess Jasmine. Your adventure takes you from Agrabah to the Desert, into the Cave of Wonders, on a thrilling Rug Ride and Inside the Lamp before your final battle with Jafar.

Disney's Aladdin grants every gamer's three wishes: fast and furious game play, film-quality cartoon-like graphics, and memorable music.



Agrabah Market

1. Apples are long-range ammo
2. Wait here for the Guard to come to you.
3. Jump on the camel.
4. Climb the rope to reach this walkway.
5. Genie Bonus Token
6. Climb the rope to reach this walkway.
7. Jump for the Apples.

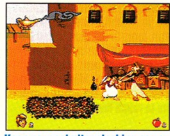




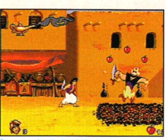
Get all the Apples, Gems and bonus items you can find in each level. Apples are long-range ammo, Gems buy you extra Tries and Continues, and bonus Tokens give you a whirl at the three different bonus rounds.

Agrabah Market

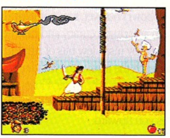
You start out in the busy Agrabah Market where Palace Guards, knife-throwing jugglers, snake charmers and basket thieves lurk at every turn. Keep your scimitar slashing as you advance. Find the Abu Token in the upper berths of the buildings and you can win a round in the Abu bonus level. Lots of blue Genie Tokens for the Genie bonus level are hidden, so explore every building you can enter.



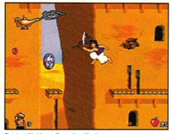
Keep your scimitar slashing as you advance. Guards and knife throwers often wait just off-screen.



Stay to the left of the hot coals and the Guard will toast his toes to get you. Pelt him with Apples while he's otherwise occupied.



The juggler's knives arc up at an angle and won't hit you while you're on the bottom step. Step closer, though, and he'll throw them straight at you. Two direct hits with Apples and he's gone.



Get all the Genie Tokens you can. The coins will buy you extra tries at the Genie Bonus Machine, which gives up more Tries, Continues and ammo if you win. This one is on the second level.



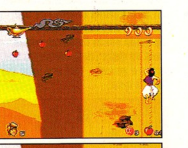
Large pots will come crashing down out of every window you pass... even if you retrace your footsteps. Watch out!

The camel isn't just background animation. Jump on him and he'll shoot dirt wads at the guard who is heading your way.

After you jump off the platform and land on the stairs hiding the Heart power-up and Genie Token, head right to pick up the two Gems.

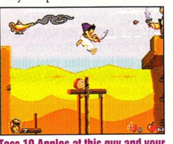
Agrabah Rooftops

A clever thief hiding among the Rooftops has one half of the Scarab. Finding him is only half the battle. He does a nasty rolling move that will bowl you over, tosses knives with amazing accuracy and can't be beaten by just a few hits of Apples. To reach the tops of the buildings, you must find the magic Flutes that will give you a magic rope that carries you upward.





Press the Jump button and D-Button Up to climb ropes. Jump toward the beam, then press D-Button Left to move hand-over-hand. Pressing the Jump button again drops you to the ground. Have your scimitar ready when you land.



Toss 10 Apples at this guy and your job is done.



Smash all the small pots you see. Some hide Gems. This one is on the ledge to your right after you ride the first magic rope.



After you fight the Guard on the ledge, jump to the right to find the Flute, then jump down to the baskets. A second magic rope will appear to take you higher into the rooftops. Repeat the action one more time to reach the very top.





Jump on the flagpole to reach the first magic Flute. Touch it, then jump down and head right to the basket. Press the Jump button to ride the rope. Each time you drop off the rope, a new rope will appear in the basket. Watch out for the snake charmer and his slithering companion.

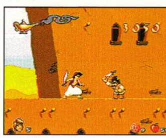
Agrabah Market

8. Head right after you land to pick up more Gems.
9. Gems
10. Continue point. Jump to the ledge below, then slide down the pole.
11. Wait here for the Guard to come to you.
12. Climb the rope, then jump for the beam.
13. Jump to this ledge, but have your sword ready for the knife juggler.
14. Genie Bonus Coin
15. Heart restores some of your health
16. Hit the Genie's Black Lamp behind the column to get rid of nearby enemies.
17. Gems
18. Climb the rope, then jump left at the ledge to get the Genie Bonus Coin.
19. Jump to this walkway to retrieve the Gems and Heart.
20. Jump down to this walkway.
21. Genie Bonus Token
22. Jump on the two flagpoles and veer to the left to get the Abu Bonus Token.
23. Abu Bonus Token
24. Jump on the flagpoles again and veer right to this walkway.
25. Peddler's Stall
26. Jump on the flagpole and veer right.
27. Battle the Guard hiding behind the wall and you've complete the level.

Disney's A



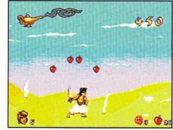
Hit the Black Genie's Lamp and all the enemies around it will go up in smoke.



Avoid the thief as he rolls up into a ball to bowl you over, then start swinging when he throws knives. To find him, keep heading to the right on the rooftops.

The Desert

Before you can find the Genie's Lamp hidden in the Cave of Wonders, you must first find the two Scarab halves which will show you the entrance to the Cave. The first Scarab half is hidden in the Desert. (Finding it is pretty easy. Getting to it is the hard part!)



Giant spikes break the surface of the smooth sands...and the smooth surface of your skin if you're not careful. Go slowly through this stage.



It's worth your time to explore inside all the sections of the rocks. Apples and Genie Tokens abound in the darkness.



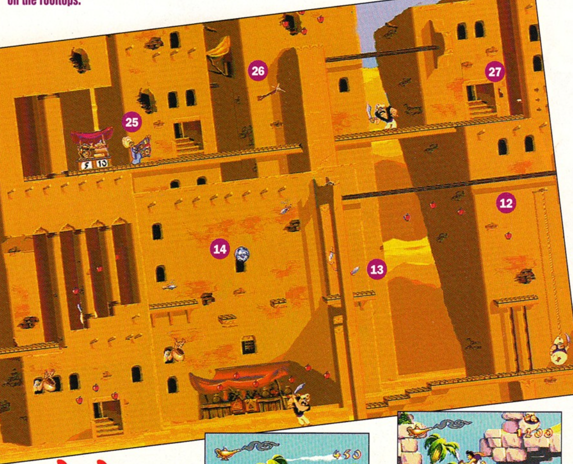
Finding the Scarab is easy. Getting to it is the hard part.



From the top vine, drop down to the bottom vine and collect your Genie bonus. Head left to the Scarab.



If you don't hit the Scarab directly, it flies away. Head to the right and you'll find it tucked away in the rocks. Don't miss this time or it'll fly the coop again!



Jump on the camel at just the right time and he'll hurl dirtwads at the Guard, who is in for a surprise. Apples will finish off the Guard.

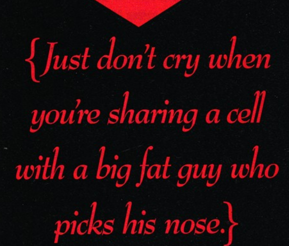


From the Scarab, jump left, using the palm trees as trampolines. When you reach the top ledge, jump right. Watch out for the knife-throwing Guard who uses you for target practice.

HOT HINTS

- ✔ **Keep plenty of Apples in your inventory. Some of the enemies can be disposed of only by pelting them with Apples.**
- ✔ **Red Gems are money you can use to buy Tries and Wishes (Continues) from the Peddler.**
- ✔ **In the Agrabah Rooftops stage, you must find the Flutes that will make magic ropes appear in certain baskets. The ropes will carry you to high places in the buildings.**
- ✔ **The golden Aladdin charm gives you an extra Try.**
- ✔ **Find the Abu Token to go to the Abu bonus level. Get all the Genie Tokens you can find to play the Genie bonus Machine level. Each Genie Token earns one play.**
- ✔ **You must find the two Scarab halves in the Desert and the Agrabah Rooftops before you can enter the Cave of Wonders.**
- ✔ **The Genie's Lamp is hidden in the Cave of Wonders. You will need it to rescue Princess Jasmine.**
- ✔ **You can slide on the Genie's smoke curls in the Inside the Lamp stage. Balloons will carry you upward and a simple flick of the Genie's finger will send you rocketing.**

Build an insanely over-priced sports car. drive it as fast as possible. And laugh in the face of authority.





Break all kinds of laws in one of four European Racers. Integrated video clips give tips on equipment and weather conditions while you try to outrun the cops and race on four different tracks. 3-D animated instructions help you build a model of your car so you can remember what it looks like after you wrap it around a guard rail. Available for IBM on CD-ROM and Sega CD.™

The model makes the game better. The game makes the model better.™

EUROPEAN RACERS

The game has tons of cool video clips just like this one. Only different.







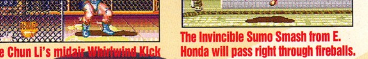






Chun Li throwing her fireball in the Turbo mode. This counters the Ken and Ryu trap.

Blanka's Rolling Attack stops midair enemies.



Use Chun Li's midair Whirlwind Kick as a terrific escape tactic.

The Invincible Sumo Smash from E. Honda will pass right through fireballs.

OVERVIEW

Attention, fighting-game fans! *Street Fighter II - Special Champion Edition* has finally arrived. Although slightly delayed, the Genesis version of *Street Fighter* has more to offer than any previous edition — arcade or home... including a special feature that you won't find in any other version. At 24 megs, *Street Fighter II Special Champion Edition* is one of the biggest games ever for the Genesis.

Rated by V.R.C. MA-13 Parental Discretion Advised. Mature Audiences

The biggest news is that *Street Fighter II - Special Champion Edition* has a mode not found on any other home-console or arcade product — the Group Battle Mode. This new mode will let you play two different ways. In the Tournament Mode, players can match up as many as six characters each to go head-to-head with their opponent, the victory going to the player who wins the most matches. To be the best in the new Group Battle Mode you have to be well-rounded in all your Street fighting talents. The second mode — Elimination Mode — allows each player to choose as many as six characters and as few as one. The first one to defeat all of his opponent's fighters wins. The Champion Mode permits play with all the *Street* characters, including Balrog, Vega and M. Bison — and allows same-character battles. Turbo speeds up the action and lets you do moves like Chun Li's midair Whirlwind Kick or Dhalsim's Yoga Teleport.

Seeing double? Nope. That's two — count 'em — two Kens. One of them is doing a Dragon Punch. The other is eating fist.

Zangief doing the most punishing single move in the game — the Spinning Pile. Ouch!

Vega's Claw Dive is a fine-looking attack from above.

Ryu's Air Hurricane Kick is a stylish combo-builder.

Dhalsim's Yoga Teleport is a great escape move. It will also let you appear where your opponent least expects so you can deliver the Yoga Nugie.

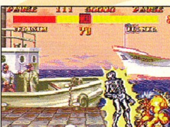
Zangief's Super Spinning Clothesline (his lower body is invincible).



Guile's Sonic Boom and Flashkick as he goes head-to-head against himself.



Chun Li doing the Rolling Kick.



Blanka is an Electricity-charged Street Fighter.



Sagat doing the Low Tiger. He now throws high and low fire.



Sagat's Tiger Uppercut was stolen from Ryu for equality purposes.



The Bison Psycho Crusher will no longer hit so many times if blocked.

DEKE YOUR

NHL® '94 is Gilmour deking by Belfour. A MacInnis blast from the point. Robitaille crushing a one-timer. Moog smothering the puck with a double pad stack. Lindros enforcing with a perfect board check. Yzerman going back door.

'94 GAME HIGHLIGHTS

- EVERY NHL TEAM
- EVERY NHL PLAYER
- EVERY NHL LOGO
- PENALTY SHOTS
- ONE-TIMERS
- GOALIE CONTROL
- 4-PLAYER ACTION
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By Mark Lesser, Doug Wike and High Score Productions
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GA

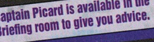


If it's in the game, it's in the game.™

Sneak Peek

GENESIS

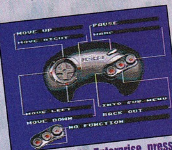
STAR TREK®
THE NEXT GENERATION™


Captain Picard is available in the Briefing room to give you advice.

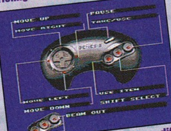
OVERVIEW

Prepare to beam into a game that will storm the imaginations of Trekkies everywhere with the speed of a Romulan warship. *Star Trek: The Next Generation* by Sega is a huge game that gives you all your favorite *The Next Generation* characters in an adventure across the farthest reaches of space.

Rated by V.R.C. GA Appropriate for all audiences. General Audiences



When aboard the Enterprise, press the Pause Button to get a menu of control pad functions.



Away Team control patterns are different than aboard ship. Press the Pause Button for visual directions.

This title puts you in complete control of every aspect of the Enterprise, in charge of course and navigation, weapons and engines, life support and every tactical decision. Beam down to a planet and you control the actions of four independently moving crew members in an Away Team.

The *Star Trek: The Next Generation* adventure is big enough to be a TV mini-series. Starting with a distress call from an archaeologist and a search for a missing Romulan starship, the game propels you at warp speed into the search for an ancient device so powerful that whoever controls it...rules the universe.

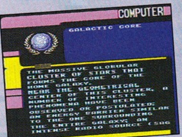
If Romulans are involved, you know right away there are going to be battles both planet-side and in space, ship-to-ship. Romulans are like Vulcans with bad attitudes. They're mean. But you have the Klingon Lt. Worf, who is big and bad enough to make any alien reconsider. Captain Picard is also there to give you advice and briefings, along with the rest of the *Star Trek: The Next Generation* crew.

The journey takes you to planets and moons across the galaxy, into contact with many different alien cultures...and through many sub-adventures all related to solving the mystery of the all-powerful device.

One of the most exciting aspects of the game is its likeness to the television series. The bridge of the Enterprise will be familiar to any Trekkie, as will the sights and sounds of Engineering, the Transporter Room and the Ship's Computer. Phasers, communications devices, engines, photon torpedoes and beam up/down sound effects are also true-to-life.

If you've ever wanted to join Star Fleet Command, battle a Romulan or command a starship across the galaxy...if you're a Trekkie at heart... *Star Trek: The Next Generation* is your kind of adventure.





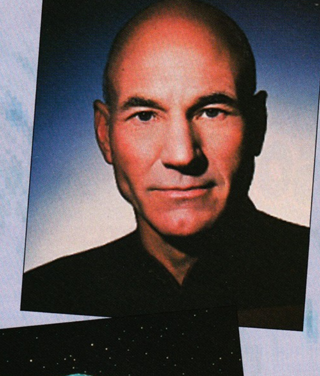
The Ship's Computer contains a store of information about most of the people and places you'll encounter in the game.



Beam down Away Teams to explore planet surfaces and carry out missions.



Away Team members can be controlled independently of each other.





Engineering gives you control over the Enterprise's Weapons, Shields, Engines and a host of other vital functions.



You can build Away Teams of your favorite Star Trek: The Next Generation characters. Each has special talents that can help in your adventures.



A distress call from a Federation archaeologist begins your adventure across the stars.



Sensors give you specific data about planets, vessels and the life they may contain.



Romulans may look like Vulcans, but are very warlike and quick with the phaser.



A Romulan warship in uncloaked mode usually means one thing...attack!



The Conn is where you select destinations and can view navigational data.

SONIC THE HEDGEHOG CHAOS™

OVERVIEW

Sonic the Hedgehog and his sidekick, Tails, return in *Sonic Chaos*. This third installment in the *Sonic* series pits the blue blast against his arch-nemesis, Dr. Robotnik. The evil egg-shaped villain has stolen one of the six Chaos Emeralds and intends to get the rest. The emeralds are the source of all life on South Island and, in the wrong hands (Robotnik's for instance), could be deadly. It's up to you, using Sonic or Tails, to put a stop to his roboticized creatures and catch the menace before it's too late. Put on your Power Sneakers and blast — the blue streak is back and Robotnik is on the loose!



Sonic (or Tails in the Easy mode) blazes through six different zones of three acts and six Bonus areas in his quest for the Chaos Emeralds, releasing your robot-converted friends along the way. Use your new Rocket Shoes for high-speed short-duration flight, brave the madman's snares and traps, and fight your way through. South Island's natural balance depends on you!!

Turquoise Hill Zone



Sonic's new Rocket Shoes are a blast! The blast only lasts a few seconds, though.



These little roboticized fellas have a bumper on their backs. Use the Spin on them from the sides.

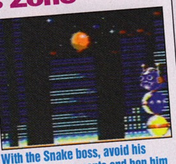


Spin through every wall you can to collect bonus stuff and find short cuts. You can even try the walls with something near them (like a bumper) by moving one Sonic-width away and doing a Spin Blast.

Gigapolis Zone



If you aren't running and need enough speed to get through the loops, start on the flats below and use the Spin Blast.



With the Snake boss, avoid his rolling body segments and bop him on the noggin.



Use Tails to check out the zones. You can fly by pressing Up and hitting Jump.

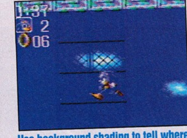


Move really fast to cross the slant-ed roofs.

Sleeping Egg Zone



Bust overhead blocks to find hidden paths.



Use background shading to tell where you can land safely and avoid the void.

Ride the pogo-sticks up and jump off at their apex to get even more height.



Beat the Sleeping Egg boss by avoiding his bullets and bouncing him with the Spin Attack.

Aqua Planet Zone



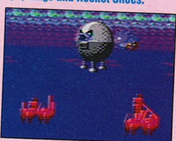
These little enemies have strange movements. Watch them before trying to bop or you'll lose your Rings.



As usual, look to the top of the loop for interesting collectibles like 1-ups, Rings and Rocket Shoes.

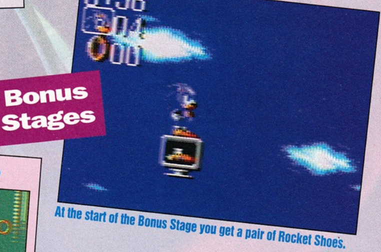


Avoid spear areas if possible. If not just wait for them to contract before leaping.



The Aqua Planet boss will first send the little enemies after you (get 'em), then will come after you itself and, lastly, will shoot missiles once you've done some damage.

Bonus Stages



At the start of the Bonus Stage you get a pair of Rocket Shoes.

Ignore the little Rings at the start of the Bonus Stage and go for these big ones (they're worth more)!

Mecha Green Hill Zone



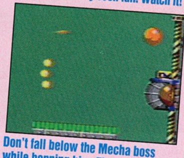
In Act One of the Mecha Green Hill Zone, break the first full-width block with a Spin for an extra life.



Step on the platforms with the bronze segment and they soon fall. Watch it!



Keep Sonic or Tails moving fast to avoid sinking in this sludge.



Don't fall below the Mecha boss while bopping him. There are spikes hidden below.

He's Back . . .



JOURNEY FROM DARKNESS STRIDER RETURNS

So the Grand Master didn't learn his lesson. Fingering your power blade, your rage explodes as you plot your revenge. You crushed his last assault, but now he's back to wreak havoc on the earth. This time he and his legions of nimrods are ready to make the planet one big black hole. The coward has even captured your beloved Lexia as insurance. Only a fully trained Strider can stop their evil conspiracy. Armed with laser swords and shurikens, you bravely journey to their space station hideout.



Slide strike robotic horrors into submission.

Five Ferocious Levels!



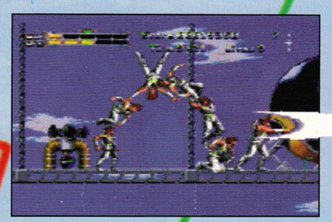
Beware of the Mechnobirds savage air assault in the Forbidden Forest!



Swing across perilous traps while launching your own assault.



Slash and hack your way with a choice of two power swords.



Dominate the Master's warriors with your aerial acrobatic attacks!



U.S. GOLD

THE MAGIC OF DISNEY.



LETHAL ENFORCERS



OVERVIEW

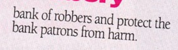
Is that a badge or a Sega CD pinned to your chest? Shoot-from-the-hip excitement is coming to The Next Level with *Lethal Enforcers* from Konami. Following on the wild success of the arcade shooter, *Lethal Enforcers* is a direct port of the arcade with all the realistic backgrounds, bad-guy graphics and rapid-fire, target-shredding action. It is the first interactive shooting game for the Sega CD.

To play *Lethal Enforcers* you need either a Genesis-compatible control pad or Konami's special pistol controller, The Justifier, a colored magnum-like replica of the arcade control device. A second gun specially made for a second player will also be available, though two players can shoot it out against the bad guys with two control pads, a Justifier and a control pad, or two Justifiers. The pistol-shaped controller makes the playing experience more arcade-like, but is not necessary. *Lethal Enforcers* is not compatible with the Sega Menacer or Menacer titles.

If you've played *Lethal Enforcers* in the arcades, then you know the action moves as fast as a speeding bullet. *Lethal Enforcers* puts you in the bullet-proof vest of Unit Five, a policeman (or policemen, in a two-player game) hot on the trail of terrorist-type, armed and dangerous villains. Your job is to take them out without harming innocent bystanders and policemen... who often seem to blunder into the scene. It's a game of shoot or be shot, with multiple gunmen often popping up on the screen to give you a potentially lethal time.

Your initial rank is Patrolman. You rise in rank as your shooting skills...and hit ratios...continue to improve. Though the game is violent by nature, it is not very bloody or gory. The only blood you see is when you are hit or cut.

The game also features a series of target practice sessions, where you test your accuracy and speed against pop-up targets to increase your police rank. *Lethal Enforcers* is a solid translation of the arcade game. If you've ever wanted to be a cop, this game will put you in the line of fire.



The Bank Robbery

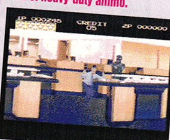
This first round sets the pace for the rest of the game. Your rank is Patrolman. Your job...clear the bank of robbers and protect the bank patrons from harm.



Bank robbers pop up in the background, midground and foreground. Shoot the magnum icon to get a full load of heavy-duty ammo.



Ouch! Looks like you just took a hit.



This bank patron will run across the screen just as the gunman aims to fire. Don't let yourself be distracted.



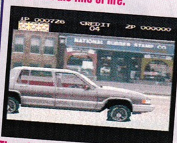
Power-up icons often appear in risky places, like just beneath a firing gunman. Always clear the enemy before attempting to collect the power-up.



Policemen often seem to blunder into your shootout. Don't let them get caught in the line of fire.



If you have the magnum, blast through the car to take out the gunman on the far side. If not, go for the head shot.



Though you can shoot out the tires of the cars, it is best to leave them alone. Shoot out the tires and the car will bounce up and down, making your targets more difficult to hit.



The first big boss stands in a moving chemical truck, shooting rockets at you. Blast the rockets before they reach you...shooting into the truck in-between rockets.

The Drug Dealer

Looks like the drug dealer has a nice big ship. Starting at the docks, you'll chase his henchmen to the private yacht for a roaring harbor-side gunfight.



Stray too far left and you'll take out a fellow policeman. Look where he is aiming. Blast the up-front gunman, then take out the driver of the white car.



Gunners riding cargo boxes give you a moving challenge. Lead them just a little for a clean hit.



Two wrong choices. You shot the good guy, and did not rebound fast enough to take out the bad guy...before he got you!



The drug dealer makes his last stand in a helicopter, armed with the traditional missile launcher. He's vulnerable...if you can get past the missiles.

The Chemical Plant

Just when you think you've got him cornered, the crime boss has some nasty...and very toxic...tricks up his sleeve.



Exploding bullets make a toasty mess out of any gunman.



Automatic weaponry attack in ones and twos. It takes almost two complete reloads to blast off the head.



Blast the toxic barrels and you face a whole new nightmare...green and mean!



These lethal little tanks thrive in heat and toxic waste...and just keep on dealing death.

Chinatown Assault

This city street gun battle tests your skills with gunmen in top-floor windows. They make small targets, are difficult to hit and shoot just as accurately as up-close gangsters.



Subway gunners jump and cartwheel in from both sides. Try to tag 'em before they stop moving.



This stab-happy bad boy pops up in the foreground, giving you only a split-second to react.



Bystanders are off-limits. Peg one and you lose a life as well.



Peg the sniper on the Chinn Restaurant roof and he'll take a nose dive.



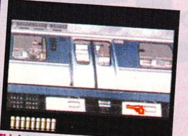
The Subway Boss hurls swords with deadly accuracy. Try to blast them out of the air.



While most enemies appear on ground level, don't ignore the open windows above shops and other businesses.



The boss has thrown his last sword. Blast him again to send him down the tracks.



Think twice before picking up a magnum to replace a machine gun. You get more mileage out of more bullets. And don't back up a screen, or the icon becomes lost for good.



Sleeping bums and other innocent bystanders make the subway level challenging. If you find the magnum, blast right through the train to take out terrorists.

The Hijack

Bad guys just don't quit, not even long enough for a cop to grab a donut! Clean 'em out of the jet airliner, dodging hand grenades and rockets.



Hijackers appear from both sides, underneath and from the entryway of the jetliner.



Carefully check anyone who runs across the screen. Innocent bystanders will have their hands empty.



If container walls start to bulge, start shooting. There are gangsters inside.



In addition to gunmen, you also have to worry about hand grenades. Shoot them before they explode.



The airliner body is one of the toughest rounds because the targets are so small. Fire at any change you see in the windows and watch for hostages at the doorways.



The Hijacker Boss is armed with a canister-style grenade launcher. You have to worry about him and his grenades, as well as the small army that will fight with him.

HOT HINTS

- Your weapon is a six-shooter. You can...and will...run out of bullets. Keep an eye on the cylinder at the bottom left of the screen. When it comes close to running out, point the controller off-screen and pull the trigger. You are reloaded.
- Speed counts. Get them before they get you.
- Power-ups include exploding bullets, shotguns, automatic pistols with larger clips, machine guns and a magnum that would make Dirty Harry envious.
- Tag an innocent bystander and it will cost you. You may even have to take the level over. Be fast...but not careless.
- Don't grab a power-up to replace a more powerful power-up.
- Enemies that come in from the sides of the screen are hardest to hit.

Target Practice



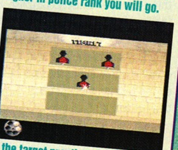
The better you get, the faster the targets turn. Lethal Enforcers keeps you on your toes.



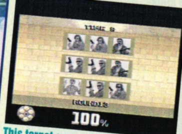
The more accurately you shoot, the higher in police rank you will go.



Glass targets move across the firing range from left to right and from right to left. One shot will break them.



In the target practice stages, speed counts as much as accuracy. Set your accuracy at the beginning of the game, then concentrate on speed as you play.



This target sequence trains you to recognize whom to blast...and not to blast. The innocent bystander is in the lower left corner.



Intermission screens give you a preview of what's coming next stage.

LETHAL ENFORCERS



Just Review It

SEGA CD



OVERVIEW

Sega CD owners have been clamoring for a fantasy/adventure title. *Monkey Island* from JVC Musical Industries is a direct port from the PC version that hit the market a few years back. Though lacking the digitized voice and other sound effects that are becoming prevalent in newly created CD titles, *Monkey Island* does have colorful 3-D graphics, cinematic pans, constant humor and ear-grabbing calypso/reggae music in stereo.

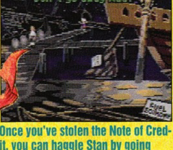
Rated by V.R.C. GA Appropriate for all audiences. General Audiences

You play as Guybrush Threepwood, a young buccaneer wannabe. You've just arrived on the shores of Mêlée Island with the intent of becoming an actual, honest-to-gosh, blood-thirsty pirate.

The most important feature of *Monkey Island* is puzzle solving. There are lots of big and little things that you must accomplish to move from area to area. With a little patience and more than a few laughs, you'll make your way from quest to quest and in the end, take on the infamous Ghost Pirate Captain LeChuck.

HOT HINTS

- ✔ Watch and deal with the Storekeeper carefully. He's probably the most important character in the early game.
- ✔ The cannibals are fat-intake-conscious.
- ✔ Don't drink the grog.
- ✔ Carry a soup pot at all times.
- ✔ Try, touch and taste everything.
- ✔ Learn lots of insults.
- ✔ You need a rubber chicken.
- ✔ Always take the polite conversation path first.





Once you've stolen the Note of Credit, you can haggle Stan by going from boat to boat and walking away a few times.

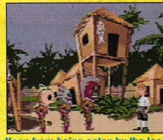
Didn't your mom warn you about waxy build-up in your ears?



This simian fella will be very helpful if you treat him right.



Have an argument with one of your belongings before going onboard LeChuck's Ghost Ship.



Keep from being eaten by the local cannibals: Give them something idolatrous.

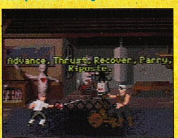


Wanna buy a watch? No? Then how about a treasure map?

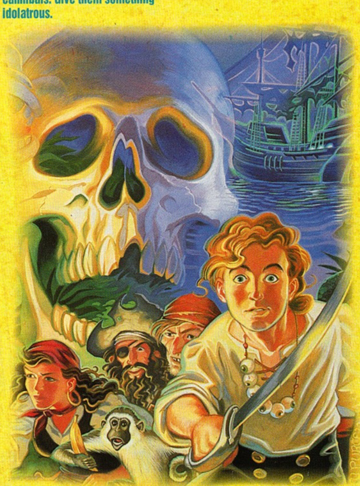
These vicious Piranha Poodles will only let you past and into the Governor's Mansion if you drug them to sleep.



Want to earn some Pieces of Eight? See the Fettucini Brothers and do a little product testing for them.



Sword Training 101. You'll need to get lots of practice before you go up against the Sword Master.





R*obo Aleste* is designed for hard-core techno shooter fans. The game difficulty modes range from Easy to Cruel. Game music is pure techno; originally created in Japan. It's a 10-level vertical-scrolling title with tight background graphics, many fast-moving enemies of all sizes and a wide variety of power-up Special Weapons. *Robo Aleste* takes place in a mythical feudal Japan, where mechanization has come early. There are flying whips and other non-traditional enemies and weapons. The game has a fair amount of political intrigue mixed in the dialogue sequences, so you can follow the storyline as the game progresses. You play as the pilot of the Aleste robot warrior.



Take the blue Special Weapon icon for Thunderbolt Ray power. This weapon sizzles just about every enemy that appears. It also does maximum damage against bosses.



Level two and above enemies will try to force you to the sides of the screen, where you are more vulnerable to attack. Counter by launching your companion weapons by holding down, then releasing Button A.



Level three robo samurai blast straight ahead and throw their shields just before you zap them completely.



Level seven pits you against scores of enemies, including river booms that can obliterate you with one blow. Time their swings to run the gauntlet safely...or try rapid fire to destroy them before they get you!



Level nine drops you into a narrow, partly covered chasm. This is a very fast-moving round with treacherous bottlenecks. You can fly over ground-based enemies to avoid their guns.



This other realm boss gets its neck out of joint to chase you around. This is the only time it is vulnerable. Beat it and the game ain't over yet.

OVERVIEW

There are an awful lot of shooters on the market, on all platforms. The really good ones are few and far between. *Robo Aleste* from Tengen qualifies as one of the best this year. And better yet, it is a Sega CD title, complete with the high-quality graphics and awesome game music that sets Sega CD games apart from all others.

Rated by V.R.C. GA Appropriate for all audiences. General Audiences

HOT HINTS

✔ There are four Special Weapons. You identify them by the specially colored icon released by blasting a certain enemy.

Yellow: Flying Shadow Formation

Orange: Exploding Flower

Blue: Thunderbolt Ray

Green: Ninja Star

✔ Even though it is wonderfully complex, Robo Aleste is still a pattern game. Memorize enemy patterns to win.

✔ Cruel Mode...is.

✔ Enemies attack from the top, bottom, left and right. There are no "dead spots" in which to safely hide.

✔ The Thunderbolt Ray is best used by sweeping side-to-side.

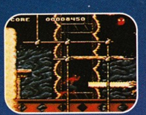
✔ Collect as many power capsules from blasted enemies as quickly as possible to build your normal shot strength.

✔ Often the enemies attack so quickly and with so much force that you can forget that the terrain is forcing you into a bottleneck. You cannot fly over walls. You have to navigate as well as shoot, dodge...and stay alive.

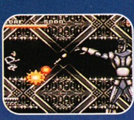


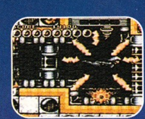
The level one boss is relatively easy to defeat. Just stay clear of his shot and tornado bursts. You should know him well. Your main enemy is your brother.

MARVEL® COMICS


YOU'RE IN FOR A SHOCK, WEBSLINGER!


STOP JUGGERNAUT'S RAMPAGE


BLAST MASTER MOLD WITH OPTIC BEAMS!


UNLEASH YOUR LIGHTNING STORM!


OUTRUN THE LETHAL DOOMBALL!



OVERVIEW

***Aero the Acro-bat* from Sunsoft is a one-player action/ adventure romp under the big top and across four worlds with Aero, the master of acro-bat-ics. With 26 acts and all the excitement of a three-ring circus, *Aero the Acro-bat*™ will keep you flying high, blasting out of cannons, diving through hoops of fire and making death-defying leaps into water tanks as you battle the forces trying to close down the circus.**

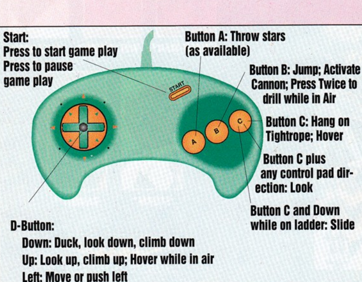


The World of Amusement Circus and Funpark has been sabotaged by a rotten circus clown named Edgar Ektor. Assisted by Zero the Acrobrat and manifold other circus psychos and freaks, this joker is trying to stop the show. As Aero, you'll take them all on and clean up their act.

Battle Under the Big Top

Starting at the Circus World, you'll battle your way through Acts One through Five by finding and jumping on platforms, searching for a key to rescue your gal, Ariel, leaping through hoops and turning on light switches. You'll use your main attack, the Drill/Spin, to decimate enemies, your hover (Aero is a domestic bat and can't fly for long) to check out danger above and below, and Magical Stars that you've collected to clear the way. This busy bat will also blast out of a cannon, ride balloons and unicycles, climb bubble machines, and bounce on see-saws, trampolines and trapeze before the big top comes down.

The other worlds are the Funpark, the Woods and the Museum of Horrors. Each world (except the Woods) adds a Boss Act and Bonus Stages (if you find the Bonus icon) to your list of areas to master. Hidden rooms with tons of power-ups, lives and points dot the various landscapes. You'll find scads of extra Aeros, receive free Aeros for points and get three continues before Game Over. Search each area carefully and Aero will be right on target. *Aero the Acro-bat* is a solid platform cart with good art, bluesy circus music and lots of different things to do in every stage.



Circus

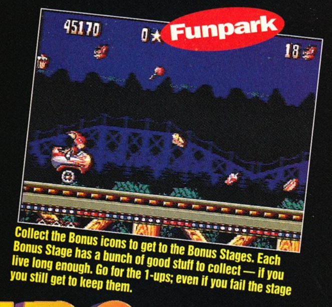
An area with a circle of spinning stars warps you to somewhere else. Finish collecting power-ups and bonus items in your present area before entering.

Aero is an acrobatic bat. Don't forget that in addition to walking the tight-ropes, he'll also hang from them to avoid enemies and to see what's below.

Use the unicycle whenever possible. When riding, Aero is invincible.

Find a key to let Ariel out of the cage.

Drill the stilts out from under these two Circus World bosses.



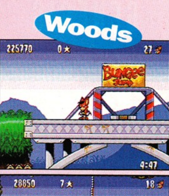
Collect the Bonus icons to get to the Bonus Stages. Each Bonus Stage has a bunch of good stuff to collect — if you live long enough. Go for the 1-ups; even if you fail the stage you still get to keep them.



A faster way of descending that's not in the manual...press Button C as you go down ladders to make Aero slide.

Riding this Jet coaster is a true test of your dexterity. Be aware that any touch of the D-Button will change Aero's position on the pipe.

Some of the rides in the Funpark have a bad clown who will try to harm Aero.

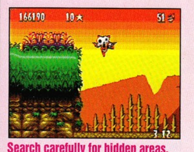




A vidgame first — bungee jumping! In this area you need to collect keys while doing the bungee to continue on to the next bungee jump.



In the Woods' Flume Act, you need to leap over the short spikes and duck under the tall ones. Also it's good practice to always choose the left direction.



Search carefully for hidden areas, but remember there may be obstacles in the way that may harm Aero.



Always search the walls for hidden entrances. In this act in the Woods, go left for lots of great stuff and an extra Aero.



In the Woods, Act Two, you get to redefine the term barrel-roll. Don't try to use your D-Button; just concentrate on jumping at the right time.



In the Museum, use the trampolines to gain enough height to leap between the spinning saw blades. As you're coming down, use your Drill/Spin move to get through them.



The conveyor belts in the Museum don't all go in the same direction.



In the Museum, often the second statue in a row is a clown in hiding.



The final Boss Stage has you battling Edgar and Zero. You need to climb quite a distance and fight them at various heights while avoiding lots of additional pitfalls. Here Aero is pretending to be a rechargeable bat-tery.

Just Review It

GENESIS

Mazin Saga Mutant Fighter

OVERVIEW

Mazin Saga Mutant Fighter **from Vic Tokai is a hard-hitting, one-player action game that pits good versus evil...man versus mutant...in a post-holocaust future. It's 1999, and evil biobeast mutants are ripping apart the Earth's ecosystem. The humans need a hero to stop the mutants' onslaught...the sword-wielding warrior, Mazinger-Z. With his suit of bio-armor and slick ninja moves, Mazinger-Z battles biobeast armies across the globe in six stages for 24 rounds of serious swordplay.**

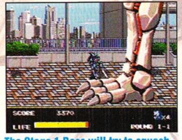
Rated by V.R.C. GA Appropriate for all audiences. General Audiences



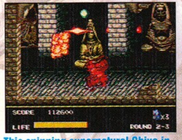
In Stage 1, you'll have to defeat the advancing biobeast army one by one. Look out for the red-claw mutants — they have a long strike range. Pick up Force Chakras to restore your Power Meter.



These cartwheeling Shrimp-Beasts in Stage 1 can knock you flat. Slice them into sushi before they can roll up on you.



The Stage 1 Boss will try to squash you when you're still small. His Achilles Heel is the weak spot.



This spinning supernatural Shiva in Stage 2 will bomb you with a lake of fire. Jump in close when she stops and do maximum damage, then back out fast.



Garada K7 is the Stage 1 Round Boss. Block his flameballs and axe by pressing Button A, then press Button B to deliver a vicious Sword Attack.



When you're in the catacombs in Stage 2, watch out for the leaping, gelatinous Morph monsters. Don't get stuck behind the pillars or they'll leech onto you. Take out the flame-throwers before things heat up.

HOT HINTS

✓ You gain a new set of swordfighting skills when you mutate in size. Use these full-figure moves in combinations to mangle the mutant Bosses.

Guard: Button A
Sword Attack: Button B
Upward Slash: D-Button Up and Button B
Sideways Slash: D-Button Away and Button B
Kneecapper: D-Button Down and Button B
Downward Stab: D-Button Down, Away and Button B
Somersault Jump: D-Button Toward or Away and Button C
Jump/Upward Slash: Do the Somersault Jump. When in mid-air, press D-Button Up and Button B.
Jump/Forward Stab: Do the Somersault Jump. When in mid-air, press D-Button Away and Button B.



Mazin Saga is big on combo moves, including a separate set of attack moves you'll have to master to beat the heavy-metal mutant Bosses. The Boss levels are worth the price of admission, though. The Bosses are tough to beat, with special powers like electro-force blasts, and are full-screen arcade size and quality. Mazinger-Z mutates in size to meet each level Boss on equal terms...until you face the most deadly enemy of all...yourself! Stage 6 puts you face to face with Negative Mazinger, who fires a punishing force blast... and who knows all your moves.



Slughead, the Stage 2 Boss, is most vulnerable when he's in the air. When he's jumping toward you, knock him out of the sky with an Upward Slash by pressing D-Button Up and Button B. Keep away from his mace and Guard against force-blasts by pressing Button A.



In Stage 3, hit the D-Button Left or Right twice and Button C to Dash and jump onto Dino-Beast's paws to clear the bottomless chasms. Pick up the Crystals for extra points.



Dino-Beast's powerful rushing attacks can finish you off quick in the Stage 3 Boss level. Keep moving, jump backwards and stay out of the corners. Try to knock him out of the sky with the Upward Slash after he leaps.

But,

force yourself to get over any

philosophical crap

quickly, and just play

the coolest system

ever made.

The CD now comes to your video screen. And it's carrying with it about 200 times more digital storage space than cartridges can. What this means is that with the new Sega CD™ game system, video games can now feature true video action of real people and real scenes. It also means that animation is crisper than ever. And Sega CD games can have more levels than are possible with cartridges. In fact, Sega CD is a real CD player that you can hook up to your stereo to play your music CDs. For video games, the Sega CD system uses this audio capability to create



sense-surrounding CD-quality sound that surpasses any other game system. It's no wonder that the coolest sound effects and most original stereo sound tracks ever are now available in games for Sega CD. With a sleek, new design and simple on-screen controls, Sega CD does for video games what CDs did for your mom's scratchy music collection. Yet, Sega CD is more affordable than you probably thought. It even comes packaged with Sewer Shark,™ the best-selling TruVideo™ action/adventure game. So turn the page. And enter the next level.

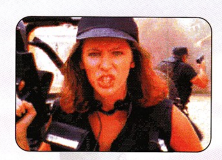
Is controlling the fate of actual persons

with a small black box

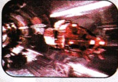
foreshadowing a future when we are merely pawns

in some technical wizard's sick dream?

SEGA
GENESIS
START
A
B
C
TRIGGER







GROUND ZERO, TEXAS™ *In a small Texas town, aliens disguised as humans threaten the planet. This TruVideo™ interactive movie game puts you at ground zero for incredible action. You control the plot and the future of mankind.*

SEWER SHARK™ *Full action, real video. Interact one-on-one with ace tunnel-jockey Ghost and the devious, fat-faced Stenchler, as you navigate through post-nuclear subterranean sewer tunnels infested with ferocious, really nasty radioactive Ratigators.™ Yuck, sounds like a blast.*

PRIZE FIGHTER™ *Go toe-to-toe with four boxers, all the way to the Championship bout. Amazing first-person, TruVideo™ boxing action, with control and speed that sets new standards for interactive video gameplay.*

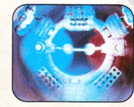
No, bonehead.

It's just some really bent fun, that's all.




REBEL ASSAULT™ (JVC) *Astonishing 3-D graphics, digitized speech and original CD score. Full motion video from the Star Wars® movies. Control three different Star Wars vehicles, and save the Federation. And may the best man, or mutant, or whatever the heck you find in outer space, win.*





MICROCOSM™ (Psygnosis) *A dazzling animation triumph, with tons of incredible graphics and extraordinary sound, including an original CD soundtrack by Rick Wakeman. This is no game – it's a cinematic adventure and a struggle for control, inside a living human being.*

Is it live, or is it a game? As the line blurs between reality and video games, you realize: This is the interactive video everyone's been talking about and waiting for. And it's here now. Sega CD™ makes it possible to interact with real video, of real people, in real, life-like situations. It's like being at the movies, only you control the outcome. Look over your gloves and trade punches with a live boxer—not a cartoon. Joe Montana helps you choose your next play. Vanquish the alien invaders of a small Texas town. You direct the action from Ground Zero. The possibilities are limitless. These games here? They're just the beginning.



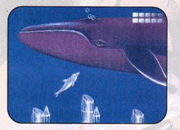


JOE MONTANA NFL FOOTBALL™ *Zooming 3-D play views, all 28 NFL teams and stats, plus your own TruVideo™ Joe Montana to help you call your next play. And the best thing is, you don't have to get traded to Kansas City in order to play. Just kidding, we love KC.*




MAD DOG McCREE™ (American Laser Games) *You get to try to outshoot real Western outlaws in exciting real video gunfights in this interactive saga of the Old West. This best-selling action game is now available on Sega CD. If you want to know what it "feels" like to be a cowboy, this is it.*

Could artificial sensory stimulation
ever become so intense that
it requires extreme new levels
of personal protection?




ECCO THE DOLPHIN™ *Acclaimed for its graphic achievements, this adventure game comes to CD with more levels, an original CD-quality score and Qsound™ 3-D audio which means it's so sophisticated only dolphins can hear it. Not.*




AH-3 THUNDERSTRIKE™ **(JVC)** *Sega CD's scaling and rotation creates the fastest action and most realistic scrolling terrain outside the arcade. This is the state-of-the-art 3-D helicopter simulation game. Or is it simulation?*




STELLAR FIRE™ **(Dynamix)** *Fast, exciting battle action in space. Unique polygon-based 3-D backgrounds, hot CD music on every level and amazing special effects. And you'd better hold on, this one's a heck of a ride.*

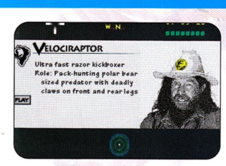




FINAL FIGHT CD™ *The brawling arcade classic with six no-mercy levels of crime-fighting action. A Sega CD exclusive for fighting game fans. But be careful because, as the name implies, this is a no holds barred fight to the very end.*

Yeah...

to fend off everyone else who wants to play it.





JURASSIC PARK™ *for* **Sega CD.**™ *Famed paleontologist Dr. Robert T. Bakker guides you through the challenges and dangers in TruVideo.™ Movie-style action and adventure with original music and QSound.™*

Talk about visual stimulation: Now you can experience retinally intoxicating video and animation, and more playing levels than ever before possible. Talk about audio stimulation: Sega CD™ games with QSound blow you away with intensified music tracks and sound effects with 3-D sound processing. It puts you right in the middle of the action you're directing. So quit talking about it. You need to get down to the store and try out this system in person. Because while Sega CD may represent the future, it's up and running right now, with a new world of digital, interactive action games, adventure games, sports games and more. **Warning:** If at first it's too intense, don't panic. Just hit "pause," count to ten, and remember how mellow video games used to be.




BATMAN™ **RETURNS** *For the true Batman™ aficionado, three different and complete games with the caped crusader: Arcade-style combat levels, plus 3-D Batmobile™ and Batski™ driving levels. Holy action-oriented.*

"Wow!! ... The **Batman™ Returns** Sega CD™ game scores a perfect 10 on the droolometer ... the scaling has to be seen to be believed ... this is what CD is all about. Incredible, unbelievable and a must buy!"

Die Hard GAME FAN Magazine

"Sega CD's got ... a hundred-miles-per-minute, white-knuckled, rollercoaster ride! **Sewer Shark™** is guaranteed to thrash you, your Genesis,™ and your CD!"

GAMEPRO Magazine

"If you thought **Night Trap™** was terrific, wait until you see **Sewer Shark**."

Glenn Rubenstein, **At the Controls**

"With **Dracula**,™ Sega is going to move a bazillion Sega CDs real quick, as this game truly does break new ground."

Die Hard GAME FAN Magazine

"This incredible version of **Final Fight™** is finally available on the Sega CD! All the stages from the arcade have been faithfully redone along with a jammin' CD soundtrack."

Electronic Gaming Monthly

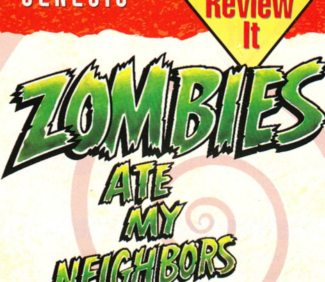
"The long-awaited CD version of the hit revolutionary game **Ecco™** ... (is) ... done with incredible QSound™... the music is quite superb ... the sound effects are great ... It's for Sega CD owners everywhere!

Electronic Gaming Monthly



WELCOMETOTHENEXTLEVEL™

Digital Pictures



OVERVIEW

Something weird is happening in the 'hood. Suburbia used to be blissful. Now it's being overrun by zombies. *Zombies Ate My Neighbors* by Konami is a wacky one- or two-player action title that is hilarious, silly, a little stupid and a lot of fun. Be forewarned: This is a game with a big challenge.

Rated by V.R.C. GA Appropriate for all audiences. General Audiences

There are 55 levels of maze-like areas that require some thought to negotiate, made all the more challenging by hordes of zombies and other creatures who are out to ruin your day.

The object is to save your neighbors/victims and exit to the next level. Your main weapon is a machine-gun-shaped water pistol. During the course of play you pick up many, many objects and weapons, earn passwords and squash a lotta monsters.

HOT HINTS

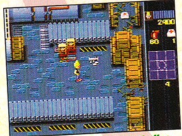
- ✔ In a two-player game, cooperation is necessary for survival. Clean out an area, share the items and weapons, and then move on.
- ✔ Configure your control pad from the Options screen so you know where your weapon and item buttons are. Remember you have to press the Select button and the Weapon or Item button to make a change.
- ✔ Your squirt gun is the best all-around weapon, but it is pretty worthless against tough monsters. The weed eater is awesome against mummies.
- ✔ Save your silverware for use against werewolves.
- ✔ Pick up everything! You never know what will come in handy, or when.
- ✔ The clown decoy works especially well against Stanley Decker, Chainsaw Maniac.
- ✔ Zombies Ate My Neighbors has many secret passageways. Explore even after you've rescued all the victims. Don't worry, you are not under a timer.
- ✔ Martians hate tomatoes.


Are you gonna save the teacher who wants to give you an "F" or the cheerleader? The cheerleader is worth 1000 points; the teacher is only worth 10 points. Tough choice! Save 'em both if you can.


Who's who? These zombies look like yours truly, and can add to the general confusion. Remember: You're the guy in the 3-D glasses who can shoot. When in doubt, fire a few blasts.


To beat the big baby, save a Monster Potion for this special moment. Drink it and then spank away until the potion begins to fade. Then retreat and use your squirt gun from a position of safety.

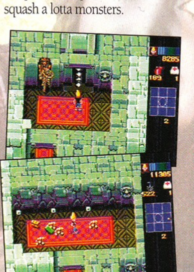

To open a skull door, you need a skeleton key.

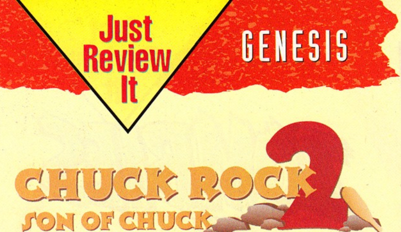

Bazookas are one of the most effective weapon/tools of the game. It will stop big, strong enemies and can also blast holes through crates, hedges and other barriers. And don't ever pass up a First Aid box. Zombies hurt!


These toxic terrors are hard to beat. But you can stop them for a little while with a few blasts of a fire extinguisher.

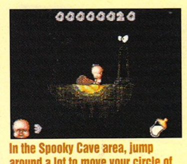

Stanley Decker, the Chainsaw Maniac, is one of the toughest enemies of the game. Your squirt gun only gets him wet. It is worth using your bazooka ammo to blast him away. Otherwise, run!


Who are you calling a big baby? This is a 40-foot-tall terror who will flatten you or blast you with its bottle. It can be beaten back to size.


Use the fire extinguisher on the fireplace in Dr. Tongue's Castle, then stroll on through. You'll find treasure galore, a Pandora's Box and the last two victims.




The second boss will send his minions to do his dirty work. Use your club to rebound them.


In the Spooky Cave area, jump around a lot to move your circle of light. This will let you see the areas around you.


Hidden platforms abound throughout the game. If you can't find a way to get to a particular area — there is probably an invisible platform available.


Watch for falling acorns as you go up the Tree. Swing your club as you jump to the next platform.

OVERVIEW

First there was Chuck, the beetle-browed Neanderthal who belly-butts his way around in the Stone Age. Now... prepare for *Chuck Rock II — Son of Chuck*, the heavy-hittin' cave-kid with a club instead of a pacifier. In this one-player diapered sequel from Virgin Games, Chuck Junior has to toddle through six worlds and more than 25 zones to save his father from Brick Jagger. Dragging a giant club, Chuck Junior gets assistance from his jungle friends in a very funny side- and vertical-scrolling adventure.

Rated by V.R.C. GA™ Appropriate for all audiences. General Audiences

Chuck Junior travels through Stone Age Suburbs, Wacky Waterfalls, Spooky Caves and Lava Trees in search of his pop. Armed with his club and a bottle (when this is empty, he runs out of energy), this Stone Age menace bounces on trampolines, surfs, rides on his pals' backs and bashes everything in sight. You start with three lives and one continue. There are three sub-games (bonus areas) that you play to collect additional continues. You can also gain more lives as you reach certain point levels.


Try hitching a ride on your pals. You climb on their backs by hitting Button A. This will get you onto higher platforms and across obstacles.


The enemies in the Lava Tree aren't that hard to fight, but you won't have much time as the fire scrolls upward. Avoid them and move upward quickly.

Billy goats are great climbers.

HOT HINTS

- ✓ The most important hint is to come out swinging. Keep Chuck Junior's club moving at all times. Often you won't be able to distinguish enemies from friends... swing first, ask questions later.
- ✓ Chuck Junior's friends often require that you do something in particular before they help. With Tarby the Tiger, you can only climb on his back when he's not looking. Sneak up on him when his tail's not moving.
- ✓ Bash a water hydrant and a jet of water shoots out, killing all enemies in its path.
- ✓ When Junior dies, wait for a safe moment to restore him to life. You can wait all week if you wish.

When battling the first boss, wait until he starts to quiver his head before you dive out of the way. When his head comes down, deliver multiple blows to his thick dino skull.

This is the River Race bonus area. To win this one, hit Button C as fast as you can and push the D-Button Right.

In the Lava area, there is a particular pattern to the way the guys attack you with the fire. Watch for the pattern first, then dash in and mash them with the club.

All the birds can be bopped for points. The baby bottles refuel little Junior's energy.



In the Steam Pipe area, swing your club at each valve to try to turn it off.



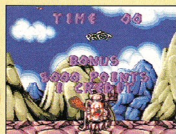
Bash the banana forward until Maud the Monkey is in position for you to climb up from her back.



In the first Bonus Round bash all the apples off the tree. Start immediately on the left and work your way right.



Take the diapered-wonder surfing to avoid the spikes in the Wacky Waterfall region.



In the third and last Bonus Round, carve a statue of your dad by bashing the areas of the rock that will move.

OVERVIEW

Who said dead kids don't wear leather? Polterguy does, and he's about the hippest Ecto-lovin' teen ghost ever to haunt a house. *Haunting Starring Polterguy* from Electronic Arts is a one- or two-player action game that puts you in the green teen's ghostly hightops to scare the nasty Sardini family from four different homes.

Rated by V.R.C.
MA-13
Parental Discretion Advised.
Mature Audiences

Your main means of inflicting horror are hundreds of common household items, called Fright 'Ems, which you jump into to arm or control. Turn a bedframe into a fire-breathing monster. Make a pair of pants stalk your enemies. Anything that flashes when you are near it is a Fright 'Em, and anything goes. You also have the ability to use some truly hair-raising spells. Collect Ectoplasm from deep, dark Dungeons and battle Ecto-Beasts with swift, ghostly kicks. Survive to the end of the game, and you may even get another chance at life.

The Sardinis caused you to be in your present state of ghostliness. This is your big chance to even the score, and have some laughs in the process. The name of the game is fright. And fright has never been so much fun.



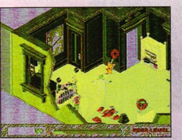
Press the Pause Button to find the location of the Sardinis in any of the houses, and to view their fear level. Each house has a different layout.



The object is to drive the Sardinis out of the house.

HOT HINTS

- Fright 'Ems come in three varieties, Automatic, Manual and Interactive. Automatic Fright 'Ems flash blue. Jump in and out, and they are ready to scare. Manual Fright 'Ems flash yellow. Jump in and wait for a Sardini to approach before activating. Interactive Fright 'Ems allow you to control an object for a short period of time. Look for a green flash.
- You're a ghost, and ghosts run on Ectoplasm. Run out and you have to venture into the Dungeons to find more.
- The more times you scare a Sardini in a room, the more Ecto you can collect when they flee.
- Red Ecto is the mark of a spell. Be sure to pick up the spells in the Dungeons.
- If you are low on Ecto, use the Ecto-Extra spell.
- Use Interactive Fright 'Ems to steer the Sardinis toward the room exit.



Bedframes and guitars are two Fright 'Ems that work well on the Sardinis' bratty son, Tony.



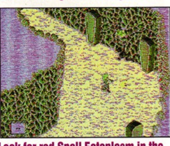
Watch the beams above doorways for both Automatic and Manual Fright 'Ems.



Load the bathtub in the second house's master bathroom to give Vito a fishy, frightening suprise.



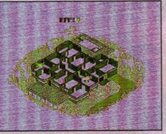
Garages...with their power tools...contain the most gruesome Fright 'Ems.



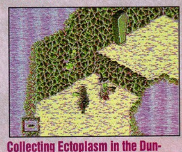
Look for red Spell Ectoplasm in the Dungeons. When you see it, grab fast. Red Ecto evaporates quickly.



Ecto-Beasts can be beaten by Kicking. They are strangely attracted to the barking of the Sardinis' dog.



Clear the last house of Sardinis and you have one big surprise left. Fido? Fido?



Collecting Ectoplasm in the Dungeons calls for quick reflexes if you want to get it fast. If you wish to be cautious, wait for traps to fade...and Ecto to shrink...before you pick it up. You be safer, but will spend more time in the Dungeon.

The Addams Family™

Just Review It

Each door leads to a different level. Beat the level and you get a password.

Look for a hidden doorway on the rooftop, near the chimney.

You'll find these extra lives in the secret room near the chimney. Stock up before trying the levels within the house.

Outside the Mansion, use the Fez-i-copter to fly to a roof full of goodies.



Use Golf Balls to take out the enemy at long distance.





Where there is a wall, there is a way.



Platforms may materialize as you walk across.



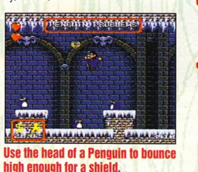
Jump through the guillotine while it is rising, not once it has fallen.

OVERVIEW

Go ahead. Get a tall, ugly guy to play your harpsichord. Look like someone just died and snap your fingers twice. It's time to pay a call on *The Addams Family* on your Genesis from Flying Edge. You assume the role of the Addams Family patriarch, the intrepid Gomez Addams, in a mission to rescue Morticia Addams from the Underground Vaults of the Addams Family Mansion.

NOT YET RATED

The game play is straight action with a comic bent. You'll find that the mansion rooms are big and fairly complex, with graphics and enemy antics that will appeal to a wide cross-section of gamers. Gomez's main means of attack/defense is to jump on his enemies' heads. He can throw golf balls, when you find them, and use other objects to run, fly, attack, etc.



Use the head of a Penguin to bounce high enough for a shield.

HOT HINTS

- ✔ Gomez is all heart, or actually two hearts to start the game. Each hit takes away one heart.
- ✔ Beating the end-of-level bad guys will give you an extra heart, up to a maximum of five.
- ✔ Going back through the same door does not always lead you back to the same place. This is especially true for Chimneys.
- ✔ The game is loaded with hidden rooms full of money and extra lives. This is a good game for searching out hidden things.
- ✔ If you lose all your lives and get to the Continue screen, walk all the way to the left, past the Continue door. You'll enter a secret room with four extra lives.





Check out Robocop's weapons and ammo supply. This screen also tells you which weapon is currently selected.

OVERVIEW

Slam your Genesis into action with the cyborg cop of steel, Robocop! In *Robocop 3* from Flying Edge, the supercop pounds law and order back into the Motor City, taking on criminal missiles, flying motorcycles and more thugs than you'll find in a '40s gangster flick. The graphics and sound effects are great, but the game is intensely difficult, even in Easy mode.

NOT YET RATED

Robocop 3 takes place in Detroit, 1999. The city is under siege by evil villains and a street gang on the loose. Robocop has to subdue both of these evil forces, along with an army of deadly flying robots. You'll battle your way through city streets, up high-rises and through an auto garage infested with robots. Then strap on your experimental jet pack to blast away missiles and flying motorcycles. After cornering the thugs in an abandoned church, you'll have to find the keys to escape. But your escape route — a rat-infested sewer — poses a deadly menace. The ultimate battle with your biggest foe awaits at the end. Battle your way to enemy headquarters to face the powerful and evil ninja robot OTOMO.

HOT HINTS

- ✓ Robocop has a fierce arsenal of weapons, including a triple-shot pistol, laser rifle, flame thrower and a missile launcher.
- ✓ Pick up the bouncing P power-ups to get new weapons. Each weapon has its own ammo supply, so switch to the one you need ammo for before you pick up an ammo pod.
- ✓ Don't let the flying robots run into you. They will quickly drain your power.
- ✓ Use lasers against bazookas and robots.
- ✓ Robocop has an automatic shutdown sequence. Finish the level before his time runs out.
- ✓ Jump and hit OTOMO in the air. Keep away from his sword.



These wrecking balls will grind you into dust. Run past them when they're on the way back up.



Shoot straight up to take out these flying robots. Jump between the shifting plates carefully to avoid falling to your doom. Look out for the tank robot.



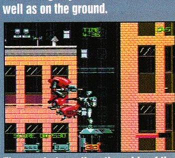
The van full of bazooka fighters can be cut down with a barrage of laser fire. Hit them in the air, when they jump toward you.



Use the triple-shot gun to hit enemies firing at you from windows as well as on the ground.



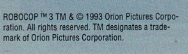
Shoot up between levels at your enemies in the abandoned church. You'll have to blast through walls and find the keys. Jump over the crumbling floor to get the first key, and use the second one to unlock the door to the sewer.



These robots on the other side of the high-rise take two laser hits to destroy. Let them fire at you — you'll take less damage from their bullets than if they run into you.



Robocop's experimental jet pack has an unlimited power supply, so you won't run out of ammo. Drop bombs on the missiles coming up at you and hit the flying bikes with bullet fire. Grab the Weapon and Energy power-ups. Hit the Flying Boss with everything you have, and keep away from its explosive blasts.



ROYAL RUMBLE®

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ALL-NEW 16-MEG MAYHEM!!

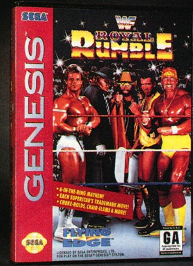
In the ring... out of the ring... OUT-OF-CONTROL!

- ROYAL RUMBLE®: 6-in-the-ring!
- "No-Holds-Barred Brawl": No ref... and no rules!
- Choke-holds, eye-gouges and back-breaking chair slams!
- More Superstars than ever — each with his own trademark move!
- Two- and Three-Man Tag Team battles!
- Tournament Mania: Win the Championship Belt!

OFFICIAL WORLD WRESTLING FEDERATION LICENSED PRODUCT

You may be ready to wrestle...
but are you **READY TO RUMBLE?!!**





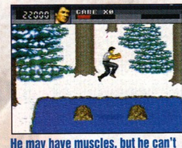
OVERVIEW

Dizzying heights, crazed villains and out-of-their-mind psychos. You'd think that a game with all these would have you hanging by your fingernails. *Cliffhanger* from Sony Imagesoft doesn't quite hit that lofty mark, though it is a solid action title. Based on the movie of the same name, *Cliffhanger* features seven levels of high-altitude punch, kick, climb and run button-pounding as you fight it out on the snow-covered mountains with Megalomaniac Qualen and his band of fugitives. Intermission screens give you the storyline.

Rated by V.R.C. GA Appropriate for all audiences. General Audiences



Find this karate-looking Joe and you'll discover that he likes to pitch bombs. Stay out of reach if you have a gun or can throw a knife. If not, Flying Kick over the bombs, then move to safety and repeat.



He may have muscles, but he can't swim. You have some character control while in the air. Watch your shadow to make sure you don't leap too far, and take an icy...and life-losing...plunge.

CLIFFHANGER™

Cliffhanger is an action fighting game at heart, with tricky running and jumping thrown in for good measure. Your main moves are punches, kicks, spinning punches and kicks, and jumping punches and kicks. You can pick up and use guns and knives. At the end of each level you get to warm yourself by a fire and restore your energy. The seventh level pits you against Qualen in a helicopter balanced on a ledge, ready to fall off the mountain.

HOT HINTS

- ✔ Cliffhanger levels are not timed. The key to surviving each round is to defeat each enemy without losing energy in the process. This means memorizing enemy attack patterns, and reacting accordingly.
- ✔ If you pick up a knife, you can throw it by pressing Button B then Button A.
- ✔ Only use the Super Kick when you are desperate, as it takes extra energy from the energy bar.
- ✔ If you are shot while climbing or descending you'll have a brief moment to recover, unless you are using Button A to move more rapidly.



Natural disasters challenge your running, jumping and timing. To stay ahead of the avalanche, you'll have to dodge snow mounds and jump logs, zigzagging back and forth. Watch your shadow for landing clues.



The game will stop scrolling when enemies are due to come on screen. Keep to the right side of the screen and attack as they appear.



At the top of a jump, press Button B to execute a Flying Kick. A Flying Kick is the best long-range intro to an attack. You can also use it to jump over a knife.



The gun will give you 11 multi-shot bursts. You will need at least two shots to beat the stronger enemies. If possible, use the gun to keep them at a distance.



This particular enemy combination pits you against a bad guy who gives you a bear hug and one in a black top who charges from side to side. Kick the charger in the short second that he pauses, then direct your attack at the other. Don't let them pin you against either side of the screen.



Press and hold button B for a Spinning Back Kick. The Spinning Back Kick is the safest initial move to prevent energy loss. You'll need two to disable this bad guy. Don't move in for the kill once you have decked him the first time. Let him come to you.

Mad Dog McCree™

Shooting Game

HE'S HERE, ON SEGA CD

If you don't find him, he'll find you!









Mad Dog McCree is known worldwide as one of the highest rated arcade games and is the first interactive shooting game with real live motion picture action. Mad Dog and his men have kidnapped the town's mayor and his daughter. To save the town, you will be challenged by a saloon full of outlaws, a hair-raising bank robbery, gunfighters, a slew of Old West ambushes, and Mad Dog himself. Mad Dog McCree is the first of a series of exciting Mad Dog adventures.

The Arcade Smash Hit by



Live Motion Picture Action

SEGA CD™

CD ROM ENTERTAINMENT SYSTEM FOR GENESIS™

Just Review It

GENESIS



Keep track of the havoc you create with the stats from each battle.



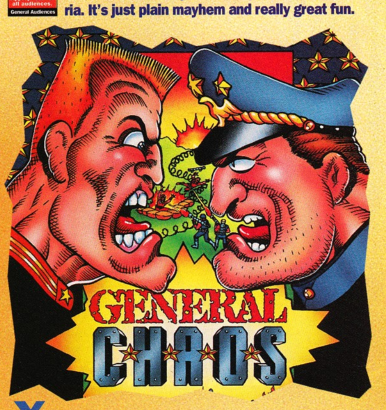
Boot Camp is your training ground. Use it, soldier! It's not only instructional, but also quite funny.

Close Combat happens when two opposing troops try to inhabit the same space. You punch with Button A, kick with Button B and block with Button C. Pressing the D-Button Up while attacking directs the blow high; D-Button Down directs low; and not touching the D-Button will deliver a mid-level hit.

OVERVIEW

A-Ten-HUT! Fall in, troops. *General Chaos* from Electronic Arts brings you one of the world's most consuming pastimes...War! This one- or two-player game of paramilitary pandemonium has something for just about everyone — speed and physical challenges, quick thinking and careful strategy, courage and ruthlessness, grim determination and old-fashioned dumb luck. Fight as one of two bitter enemy countries, Moronica and Viceria. It's just plain mayhem and really great fun.

Rated by V.R.C. GA Appropriate for all audiences. General Audiences



You choose to lead the fight with either General Chaos or General Havoc in a battle for turf that will lead you from the shores of Moronica to the capital of Viceria. Go to Boot Camp to learn your battle tactics, choose to play against the computer or the chump of your choice, select your squad type and experience the joys of explosive combat.

The most important facet of *General Chaos* is your Squad Selection. Before you select your squad, you should first see if the attacking army has any special orders for the upcoming battle. This helps you decide which of the four available squads is best-suited for the military mayhem you will create.

Choose from the Assault Team, the Demolition Squad, the Brute Force Squad and the Commandos. Each squad has a unique combination of arms and personnel. The personnel are the Gunner, who sprays lead; the Chucker, who lobs grenades; the Scorcher, Mr. Flamethrower himself; the Launcher, who has a long-range bazooka; and the Bomber, who is dy-no-mite at creating chaos!

You can individually control each troop member's movement and attack. Medics are available to minister to battle injuries. The violence in *General Chaos* is quite strong, but cartoony enough to take the edge off for all but the most squeamish.



In the battle for the capital, collect your plunder first, then worry about troop placement.



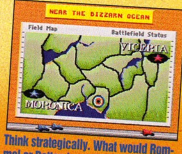
In the Squad Selection screen, weapons and personnel combinations change from battle to battle for individual squads.



In the Swamp War take the battle to your enemy. Don't wait on your side of the water for the creep to come to you.



Some battles have Special Objectives, which require you to protect or destroy a particular item. In this case your objective is to take out the train. You do this by placing your Blasters and Chuckers near it. They'll target the objective, though it will take multiple hits to destroy it.



Think strategically. What would Rommel or Patton have done? For that matter, what would Custer have done?



If you are a "no guts, no glory" type, you'll enjoy trying to win by using your two-man Commando squad. It may be darned difficult, but worth the havoc you can create.

PLAY IT IF YOU DARE

Few have faced Dracula and survived. Now it's your turn! Based on Columbia Pictures' blockbuster thriller, Bram Stoker's Dracula goes straight for the jugular. Photo-realistic graphics, camera rotation, digitized scenes from the film and an awesome digital soundtrack on the CD version plunge you deep into cold, dark dungeons crawling with spiders and packs of bloodthirsty rats. On every platform you'll experience thrilling game play and battle your way through the treacherous mountains and forests of Transylvania to Castle Dracula. And just like in the movie, the evil Prince of Darkness will rise and attack — as a bat, a wolf, even an old man. But whatever form Dracula takes...make no mistake, he must be stopped!

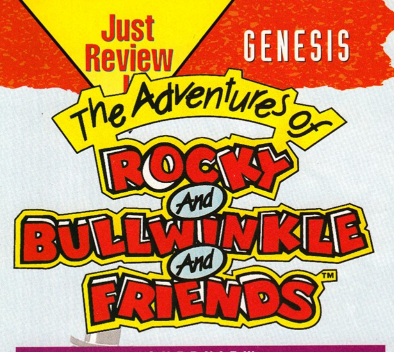
Available for all Sega platforms.









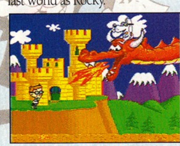
OVERVIEW

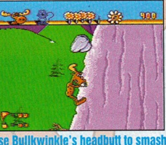
They are TV's oddest crime-fighting duo, which could be why the fast-flying squirrel and the slow-talking moose from Frostbite Falls are delighting a new generation of cartoon-crazed kids. Playing *The Adventures of Rocky and Bullwinkle and Friends* from Absolute Entertainment is like inviting the whole gang into your living room. This one-player action game has the familiar quirky feel of the cartoon series. You can almost hear the announcer's voice and the bad accents of the spies, Boris Badenov and Natasha Fatale. Plus, *Rocky and Bullwinkle* rounds up Fearless Leader, Snidely Whiplash, Dudley Do-Right, Nell Fenwick, and even Mr. Peabody and his boy, Sherman, and the Way Back machine in cameo appearances.

Rated by V.R.C. GA Appropriate for all audiences. General Audiences

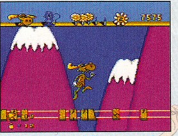
The Main Game takes the intrepid moose and squirrel across three worlds and seven levels to recover treasures that were stolen from the newly opened Rocky and Bullwinkle Museum. Their exploits begin high atop Whynchutaka Peak, continue in the bottomless belly of the whale Maybe Dick, then head back on dry land into the heart of spy central, Pottsylvania. You play the first two worlds as Bullwinkle and the last world as Rocky.

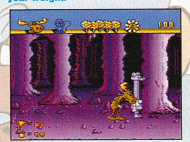
There are also two Minigames you can play to win an extra life in the Main Game. The Minigames are worth the three chances you get. One game lets you play as Sherman, loyal boy to Mr. Peabody, in a bubblegum-blowing battle against a dragon. The other game pits Dudley Do-Right and his steed, Horse, in a race against Snidely Whiplash and his iron horse to save the fair Nell from Snidely's evil machinations.


Jump to avoid the fireballs and the ground fires. Three hits with bubblegum and you win an extra life for the Main Game.

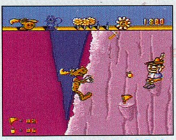

Use Bullkwinkle's headbutt to smash boulders as he scales Whynchutaka Peak. Toss mooseberries at the bothersome birds.


In Whynchutaka Peak, get the mooseberry power-up on the mountaintop where the ram is. Headbutt the ram to momentarily stun him (you can't hurt him), then collect all the mooseberries to restock your ammo and earn points.


Watch out, Moose! The groups of planks on the bridge in Whynchutaka Peak are safe to stand on, but some of the single boards will break under your weight.


In the caverns of Upsidasium, wait until the Metal-Munching Moon Mouse's back is to you, then headbutt the turncrank off its back so it can't chase you. Time your jump over its head, though, as its long neck still stretches upward.


In the other Minigame, Dudley Do-Right and his faithful steed, Horse, race Snidely Whiplash and his iron horse. Watch for caution markers that indicate high and low obstacles like railroad crossing gates, tree branches, broken track and water tower pipes as Snidely tries to run you down. You get three chances to win.


It takes three throws to knock Boris off his rocky perch. Watch out for the pikes he's tossing.


In one of the Minigames, Sherman shoots sticky pink bubbles to shut the fire-breathing dragon's mouth. Run in close to the dragon after he spouts fire, shoot upward, then run to the far right. The bubbles will float at an angle.


Looks can be deceiving. The small floating ledges in Upsidasium will carry a moose's weight, but some of the larger ledges will break away.

HOT HINTS

- ✔ Bullwinkle headbutts obstacles that get in his way and tosses mooseberries. Rocky does a dizzying tailspin and zings acorns at bad guys. Grab all the mooseberries and acorns you can. They are ammo...plus earn you points.
- ✔ Grab 15 yellow pennants and you earn an extra life.
- ✔ Look for Energy Daisies hanging in the air just above your head and in out-of-the-way places. They restore your health meter.
- ✔ Play one of the two Minigames before you start each new world in the Main game. If you win, you earn an extra life.

WILD THING

Disney's Beauty and the Beast

Roar of the Beast



Unleash the untamed power of the Beast! All of his rage and fury are yours to command. Protect your castle from sinister monsters, vicious rats, bloodthirsty wolves and the wicked Gaston. Summon all your strength. Because to free yourself from this inhuman form you must win every battle or be doomed to remain a beast forever.

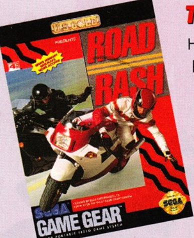








GIVE YOUR GEAR A

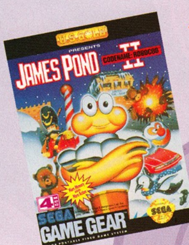


Taste Victory or eat Asphalt!

Hang on for the meanest motorcycle race in history! Strap on your helmet, kick-start your bike and get ready to feed your opponents some major dust. This ain't no racetrack, it's the open road, and your only guardrail is the white line. To make matters worse there are no rules! Your opponent's idea of fun is to shove you into oncoming traffic! This is the most dirty, unwholesome and illegal race there is. Killer!



Muscle your way past 14 rotten rivals, and keep an eye out for the cops.



Something's Fishy!

As fishy superspy James Pond, your mission is to keep evil Dr. Maybe from staging a major meltdown at the North Pole. His ballistic penguins are set to level the toy factories in no time flat. Luckily, you've got a secret weapon: a righteous Robosuit, with indestructible armor, unlimited upward stretching and simply super stomping ability. Don't take Maybe for an answer!



You'll need to pilot planes, cars and even bathtubs. Bring your license to thrill!



They've Got the Death Star, But You've Got the Force!

Experience the galaxy-blasting epic Star Wars like never before! Take arms with Luke, Han and Leia as they tackle the Lord of the Dark Side himself, Darth Vader. Make your way through 15 galactic areas with 23 stages. Thrill to digitized, animated sequences. Bomb through Jawa territory. Duck the Death Star's deadly stormtroopers. And through it all...may the Force be with you.

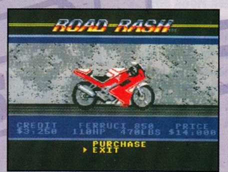


Choose Luke, Han or Leia, each with their own weapons and moves.

KICK IN THE REAR!



On 5 different road courses and 5 tough levels, it's no guts, no glory.



Take your pick of 8 heavenly hogs. It's a biker's dream come true!



Keep the needle at 140 per if you want a chance at the serious dinero.



In 64 different areas, you've gotta find out what's naughty and nice.



Chowder the Doctor's soldiers on land, and in the water and air.

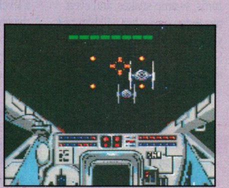


Rescue the toy factories from certain doom. Tell Maybe, "No way!"


Tear through the Tatooine desert in your customized landspeeder.



Mix it up with malevolent jawas, stormtroopers and sand people.


Thrill to super fast TIE fighter battles in first-person 3D graphics.







Just Review It

GAME GEAR

OVERVIEW

Happy! Happy! Joy! Joy! The stars of Nickelodeon's hit animated series, *The Ren and Stimpy Show*, Ren Hoëk and Stimpy bring their hilarious, weird mix of gross-out comedy to the Game Gear in the *Quest for the Shaven Yak Starring Ren Hoëk and Stimpy*. The hairballs and insults fly in this one-player action/adventure game as Ren and Stimpy try to save the hallowed tradition of Yak Shaving Day for posterity...or just for the chance to meet their true hero, the Great Shaven Yak.



You are on a mission of mercy to return the Hooves to the Great Shaven Yak, who lost them on Yak Shaving Day. You can play as either hot-blooded, bug-eyed Ren, who tosses insults as quickly as the toothbrushes he's armed with, or plodding, innocent Stimpy, who hurls hairballs to truly repel his enemies. You have unlimited ammo, and will also find other special weapons such as Soap, Toast and Remote Controls that will help you out of jams.

Quest for the Shaven Yak spans five levels, with multiple sublevels in each level. From the Blacker Than Black Forest, you hazard the Stinking Dry Desert, journey to the Stinking Wet Bayou, scale the peaks of Perilous Mt. Hoëk, then travel to the Great Frozen North. Cry-baby bears, bombardier buzzards, swamp snakes, and even treacherous weather will hamper your quest for the Shaven Yak. Secret areas abound in the levels, so be on the lookout for platforms that magically appear to transport you to them. Some of the caverns also have hidden rooms with prizes, so take your time in each area and be thorough.

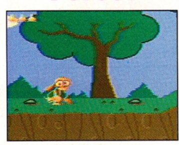
One thing to notice as you're playing: Ren and Stimpy each have special abilities (for instance, Ren is lighter than Stimpy and can cross some platforms that will break under Stimpy's weight). In some areas, it is better to play as Ren, while in other areas, Stimpy has the advantage. You can change characters at each level once the character you are playing loses all its hit points. Each character has three Tries, so test each one to see who is the better choice for that level.

Quest for the Shaven Yak has a password save feature, so you can stop to do the "Happy Happy Joy Joy" dance after you've completed a level. Help Ren and Stimpy save the great tradition of Yak Shaving Day...and get in a few guffaws from their many gross-outs. The Search for the Great Yak begins!

HOT HINTS

- ✓ The special weapons shoot in patterns. Toast shoots in a circular pattern, Soap shoots upward at an angle and the Remote Control shoots in a low straight line.
- ✓ Jump on the canoe platforms that magically appear. Riding them to the top will reveal extra areas and prizes.
- ✓ Ren jumps a lot higher than Stimpy, but Stimpy jumps farther.
- ✓ Special prizes in each level will add one hit point to your health meter. Look for the Toaster in the Forest, the Canteen in the Desert, Boots in the Bayou, the Roast Chicken in Mt. Hoek and Mittens in the Frozen North.

The Blacker Than Black Forest





The trees are filled with noisy woodpeckers and spiny tree lobsters. Listen for the woodpeckers' loud hammering before they attack. The tree lobsters will attack you only when you are on the branch beneath them.



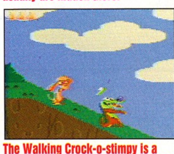
Pause the screen, then hit Start and you will catch Ren sheepishly scratching while Stimpy works on filling up his spit jar.



When you get to the second set of cliffs, watch for the magic canoe platform to appear. It will carry you to the top where two TV prizes are hidden.



In all the levels, always explore the lower ledges of hillsides when you're riding logs. Prizes like this TV usually are hidden there.



The Walking Crock-o-stimpy is a super secret 1-up that appears when you least expect it. Shooting at him won't work; you must do a special move to get the 1-up.



Moles will pop out of the ground and charge you after you cross the wooden bridge.





The porcupine's tough hide is impervious to your hairballs. Jump over him, but watch out for the spikes he'll shoot at you.



This big bear is really just a cry-baby. You can't make him move...but if you shoot him, he'll cry great big bear tears. Jump over him while he's sobbing.

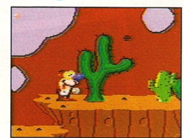


The Happy Helmet gives you limited invincibility.

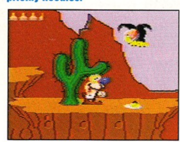


The level 1 boss has razor-sharp claws. He will jump over you three times, then charge. Direct your shots upward when he's jumping over you, hitting him constantly. Jump when he charges you. It takes a good many hits but eventually he's all washed up.

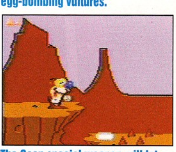
The Stinking Dry Desert



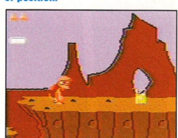
The small green cactuses shoot prickly needles.



Watch out for overhead attacks from egg-bombing vultures.



The Soap special weapon will let you shoot bubbles at an upward angle. Make sure you're in the proper position.



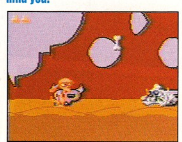
This cool glass of lemonade is a mirage. When you get too close, it turns into a scorpion. Shoot it first.



This skeleton will come alive and charge you. Send him back to his grave before he makes you join him there!



Jump over these whirling cyclones. They will also sneak up from behind you.



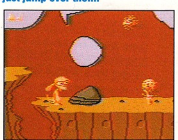
It's best to let sleeping dogs lie...especially when they're dead. Jump over the bone he's tossing at you. He won't charge you.



Oil oozes out of the rocks all around you in the caverns. Take your time.



In the lower caverns past the spiders, the oil drops will grow legs and chase you. You can't hurt them, so just jump over them.



Some of the geysers will shoot bursts at you. Is it time for your Saturday bath?





OVER

May the Force be with you and your Game Gear when *Star Wars* comes to the small screen! This terrific cart from U.S. Gold brings the Rebel Alliance to your Game Gear

Rated by V.R.C. GA Appropriate for all audiences. General Audiences

You start the game as Leia, but play as Luke and Han Solo in later levels as you fight to save the Rebel Alliance from the Empire. As Leia, you have the secret plans to the Empire's ultimate weapon, the Death Star. Your mission is two-fold: Find R2D2 to send him in search of General Obi-Wan Kenobi, then try to race home with the plans.

Star Wars Technology

To win you must gain a 100 percent rating by undertaking certain challenges. Challenges vary from picking up the Lightsaber to passing an asteroid belt in the Millennium Falcon. Each challenge you successfully complete earns you percentage points; the percentages increase with the danger and difficulty of the task.

The first level requires that Leia find R2D2. Do this by going as far as you can in each of these directions — up, right, down, then right again.

Shoot constantly, no matter where you are or what you are doing. Often there are enemies you can't see yet, but can hit anyway. You have unlimited ammo...use it!

In the second level have Luke wait on these rocks and shoot the Jawas as they bounce upward.

There are falling gates in the Sand Crawler area. Avoid them by timing a running jump through them.

Han has a stronger blaster than your other members. Use him when greater power is required.

There are extra lives for Luke throughout the different stages. Any player can pick them up for him.

To find the exit from the cavern, go as far as you can down and right, then down and left. Hey! It's your old pal Obi with a Lightsaber.

Don't go in the cantina immediately. Instead, head right and collect your blaster power-up, then enter Exit and do it again until your blaster is at max power. Then go into the cantina. You'll find Han Solo on the deep right, but first you'll have to do a running jump over the silver-blue enemy.

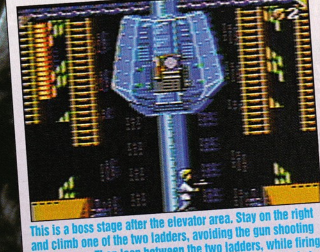
When you are in the area Outside the Crawler, stay low. Everyone shoots at you from off the screen. Move very slowly, shooting constantly, and you will hear the enemies get hit.

in a fierce battle against the evil Galactic Empire. Join Princess Leia, Luke Skywalker and Han Solo in this very challenging one-player action/adventure game with 20-plus levels that test your game play talent.

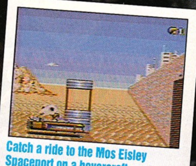
Picking up the Lightsaber, for instance, earns you 3 percent, collecting Han Solo earns you another 3 percent and passing an asteroid belt in the Falcon earns you 10 percent.

During the course of the game Luke will get his Lightsaber from Obi-Wan, all will have their weapons powered-up numerous times and all will be able to find extra lives for Luke. You will receive assistance from Obi-Wan, C-3PO and R2D2, but only the three rebels will be able to function as team leader.

Star Wars is very big in scope and changing game play. There are flying levels, shooter levels, maze levels and levels that will test your jumping control. *Star Wars* offers plenty of challenge and will keep you interested enough to play it again if...and when...you do complete it.



This is a boss stage after the elevator area. Stay on the right and climb one of the two ladders, avoiding the gun shooting down at you. Then leap between the two ladders, while firing at the eye in the center of the power supply. Time your shots so you are in between the two ladders when firing.



Catch a ride to the Mos Eisley Spaceport on a hovercraft.



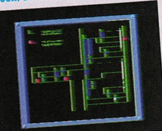
This is your old mentor, Obi-Wan Kenobi. In addition to offering sage advice and giving you the Lightsaber, he can use the Force to revive Han and Leia five times each during the course of the game. Use the lives wisely.



This second hangar has some stronger enemies. Use Han, then leap over the last enemy on the first floor. He's very strong and not worth the battle.



The elevator maze stage has plenty of power-ups. All you need to do at the outset is find the entry to the computer room so R2D2 can interface.



This is the map R2D2 will show you after you have found the computer room. Look closely and you'll notice that the green channels are elevators. Ride your way on out.



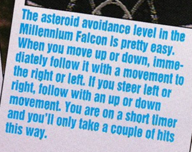
After the power supply boss room, you need to find your way out of this maze...but don't forget to check the doors to collect Princess Leia. Forget her and you won't collect 5 percentage points.



Catch extra speed off the conveyor belts to get a very high running jump.



To kill this green guy, shoot it a few times, then switch to Luke and his saber. One slice and he's done.



The asteroid avoidance level in the Millennium Falcon is pretty easy. When you move up or down, immediately follow it with a movement to the right or left. If you steer left or right, follow with an up or down movement. You are on a short timer and you'll only take a couple of hits this way.

Just Review It

GAME GEAR

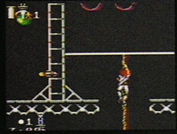
Journey From Darkness
Strider Returns

OVERVIEW

Strider fans, take note. *Strider Returns* brings the master sword-wielder to the Game Gear. This five-level, single-player action hit from U.S. Gold will have you fighting the Evil Master and his robots to keep your planet from being turned into a black hole. Somewhere in the bargain you can hope to save your girlfriend, Lexia.

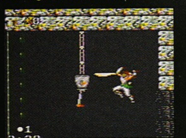


The Castle Metropolis

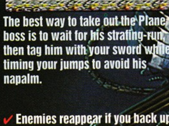


Look carefully for the ropes you can climb in the Castle Metropolis level. There are pulleys with ropes attached that disguise the usable ones.

Jump and slice at the Copter boss and he's a goner.

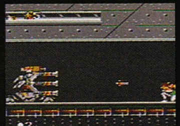


Jump and swing your sword to throw these switches. There are two in the Castle Metropolis level.



The best way to take out the Plane boss is to wait for his strafing-run, then tag him with your sword while timing your jumps to avoid his napalm.

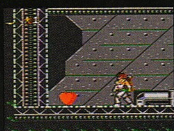
The Forbidden Forest



Against the first minor boss in the Forbidden Forest, get in close and use the sword while jumping missiles. Avoid his explosive death throes with a big leap as the fire nears you.



Leap to the right from this elevator platform at the highest point possible along the yellow caution strip. A long jump to the right will get you across.



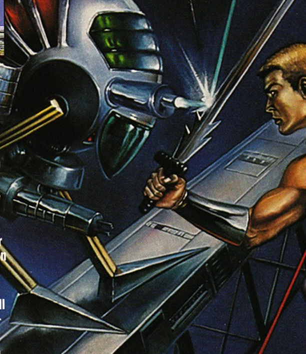
There is an energy heart on the lower left after the second minor boss.



This is the final boss in the Forbidden Forest area. Show him the door by jumping and hacking at him with the sword.

HOT HINTS

- You start with five lives and one continue of three additional lives. You can get extra continues for every three orbs collected. Orbs are often found in areas outside the normal game path, so search carefully.
- Throughout the game, keep firing shurikens at enemies off-screen. You won't beat them, but your will is enough damage so that they are much easier to defeat when they do appear.
- Never leap into any open holes.
- Enemies reappear if you back up and move forward again. Keep moving forward to avoid the hits.
- When climbing, always take a jump away from the wall to see what's happening to your right or left. Remember to hit the D-Button Toward to return to the wall.
- In open areas, jump upward to see what is above you. Search all areas for extra orbs to gain additional continues.
- Your sword is more powerful than your shuriken. Get in close to use it on enemies as often as possible.





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I'M GONNA CLEAN UP THIS WORLD YET!
WHEN WAS THE FIRST DOCUMENTED OBSERVANCE OF DECLINING WHALE POPULATIONS?
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B) EARLY 1500S
C) MID 1900S
Test your "eco-awareness" by answering questions about nature and the environment.
Doesn't he ever shut up? No! Awesome Possum really talks, with more than 80 digital audio phrases.
Coming in November
Includes Free Full-Color Comic Book!
What a dump! It's time to clean up Dr. Machino's Fortress of Garbage—and kick the doctor's butt for good measure!
4 worlds—Rain Forest, Arctic Circle, Sea Caverns, and Dr. Machino's Domain. 13 levels and 12 bonus stages — 16 megs.
KICK BUTT!
The first and only Genesis™ character who really talks . . . . Awesome Possum is here to clean up the planet and put dirt-bag Dr. Machino and his chainsaw-wielding, environment-wrecking robots in their place — out with the rest of the garbage!
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OVERVIEW

***Desert Strike*, the popular action/adventure game that brought the Middle Eastern struggle into your Genesis home front, now moves to your Game Gear battle zone. *Desert Strike* for the Game Gear, from Domark Software, features smooth controllability and complex missions that score big on the little screen.**



DESERT STRIKE
RETURN TO THE GULF

You're an ace pilot manning a state-of-the-art chopper armed with a variety of missiles and guns. Your mission: To wipe out the Desert Madman...lock, stock and barrel...before he unleashes his deadly and dangerous nuclear attack for world domination.

You will fly four complex campaigns of increasing difficulty. In addition to taking out radar installations, blowing up command centers and capturing enemy commanders, you will also have to rescue hostages and POWs, and do some mighty fine sharp-shooting to prevent the world's largest oil spill. Your chopper is equipped with an Overview Map, detailing enemy targets and supplies...but some of your supplies are behind enemy lines. Get set to fly the not-so-friendly skies!

HOT HINTS

- Your guns have a longer range than missiles. Adjust your position whenever you use them.
- When rescuing hostages, MIAs and POWs, your max load of passengers is six. Drop off passengers at safe landing zones, then pick up the rest.
- Check out the enemy's military equipment on your mission maps and information screen. Info such as the equipment's armor rating will tell you whether to use your missiles or guns to take it out.
- Always take out the enemy's radar sites first. When its radar is active, the enemy has increased range.
- Do your missions in the order given. Those are your orders.


The airfield is patrolled by ZSU-23-4 tanks. They are well-armored and can do massive damage.


Watch for on-screen indicators and warnings such as low armor. Proceed with caution.


Capture the Madman's Commander after you take out the Command Center. He knows where the intelligence agent is hidden.


Locate fuel drums and ammo crates with the Overview Map. To pick them up, just fly over them. A winch will automatically lower.



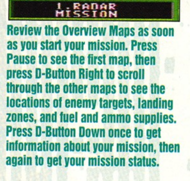
Press Pause twice to monitor your fuel and ammo supplies, armor rating, and other mission-critical information.


In the SCUD Buster mission, you must rescue hostages from the towns that are under siege. Blast open the jail and the hostages will run out.


In the Nuclear Storm mission, you must seal off the tip of the oil pipeline to prevent the oil from spilling into the ocean...causing massive destruction.

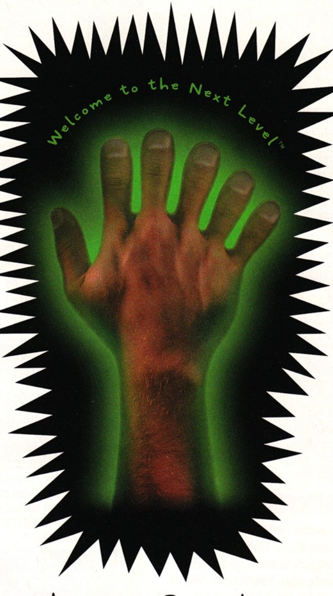


Review the Overview Maps as soon as you start your mission. Press Pause to see the first map, then press D-Button Right to scroll through the other maps to see the locations of enemy targets, landing zones, and fuel and ammo supplies. Press D-Button Down once to get information about your mission, then again to get your mission status.


In the Air Superiority campaign, the radar installations are heavily protected. Come at 'em with your missiles blazing, then swoop out to locate more ammo.

Sega™ 6-Button Controllers.

If this were a perfect world you'd be all thumbs. That way you'd have more moves, you'd have more control, you'd have more intense combinations. But things aren't perfect. So if you want all that stuff you should either buy one of our new arcade style 6-Button controllers or start handling large amounts of nuclear waste and—well, hope for the best. Personally, we'd go for the controllers. They're more reasonably priced and a heck of a lot easier to come by than a chunk of plutonium.



The Next Best Thing To Genetic Mutation.







OVERVIEW

It's 1999, and time to swing into action as Robocop in a hard-hitting adventure on the Game Gear. *Robocop 3* Game Gear from Flying Edge offers plenty of crime-fightin' challenges for the tough-as-nails cyborg cop. You'll have to rid the streets of roving warriors sent by the evil company that's trying to take over the city and be on the lookout constantly for street punks and flying robots that will try to melt you down with laser fire. Your advanced weaponry and bio-armor give you the advantage you need to take on these high-tech hoodlums on your home turf. With timed levels, *Robocop 3* is a fast-action cart that will make you wish you had cybernetic thumbs!

NOT YET RATED

HOT HINTS

- ✔ Grab an E power-up to restore your energy. Grab a P power-up to get more weaponry.
- ✔ Jump over enemy bullets, rockets and laser fire.
- ✔ Different weapons use ammo more quickly. Watch your ammo gauge carefully.
- ✔ Use the laser on faraway targets and switch to the flame thrower for close-in combat.



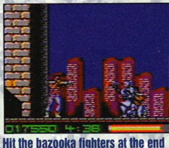
Watch your back! Gunmen on the street will shoot at you from behind. Double back and take them out quickly.



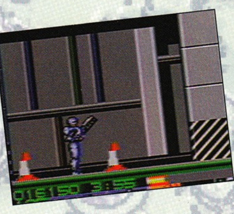
These choppers are definitely unfriendly. Jump over them, then shoot them from behind, or they'll come after you.



This tank robot takes six hits to destroy. Jump on top of one of the crates and take it out without having it ram you, or wait until it turns and tag it from a distance.



Hit the bazooka fighters at the end of level one with laser fire in both directions.



Check the main screen for time remaining for the level, the current weapons, the ammo supply and how much damage you've taken.



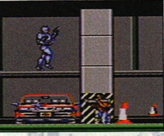
The gunman at the top of the high-rise is blocking a Weapon power-up. Hit him fast while you're going up on the window-washing rig.



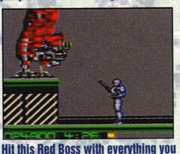
The big ED-209 at the end of the second level is friendly. It will help you shoot the rocket attackers coming at you at the end of the level.



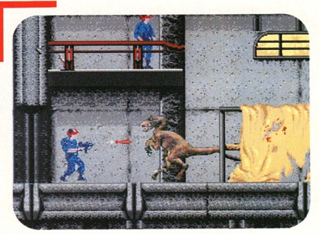
Look out for the rocks in the crusher machine. You'll have to jump carefully on the conveyor belt, then onto the machine itself. Don't jump into the rocks coming down on the upper belt.



In the garage, jump on the car hoods to leap over the attacking robots. Attack the fighters with laser fire and jump over the oncoming missiles.

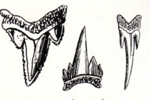


Hit this Red Boss with everything you have. Watch out for the fireballs. Move from platform to platform, and don't let him touch you.



YOU CAN BE THE VELOCIRAPTOR.

Only on *Jurassic Park*™ from Sega™ can you play the dinosaur as you attempt to escape the armed guards of *Jurassic Park*.



Dinosaur teeth varied in size and shape depending on what the dinosaur ate. *Herbivores* had round, dull teeth for chewing plants. *Carnivores* had sharp, pointed teeth for chewing *Herbivores*. Be careful. To them, *you're* just a snack.

Welcome to th

At the end of their powerful legs and muscular arms, many dinosaurs were equipped with razor-sharp *claws*. Ours are no different. And no less dangerous.

The movie brings them to life. The game invites you to join in.

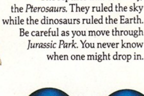


IT TOOK 65,00

TO MAKE T

Try not to end up here. The powerful jaws of the meat-eater *Tyrannosaurus rex*. They had pointed, six-inch-long teeth and really bad breath. Keep out.

The reptiles that could fly, the *Pterosaurs*. They ruled the sky while the dinosaurs ruled the Earth. Be careful as you move through *Jurassic Park*. You never know when one might drop in.



A typical walk in the park 130 million years ago would have looked like this. Ferns, cycads, and other plants were everywhere. Just like the jungle of our game.



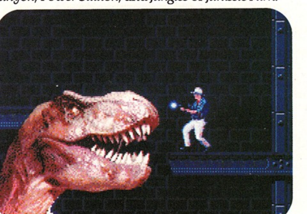




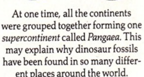

At one time, all the continents were grouped together forming one *supercontinent* called *Pangaea*. This may explain why dinosaur fossils have been found in so many different places around the world.

FACE TO FACE ON SEVEN DIFFERENT LEVELS.

Work your way through the *Visitors Center, Pump Station, River, Volcano, Canyon, Power Station,* and *Jungles* of *Jurassic Park*.



It's still unknown why the dinosaurs disappeared. One theory suggests that a huge asteroid struck the Earth sending dust into the sky and blocking out the Sun. Or maybe they died of boredom; there were no video games back then. What do you think?





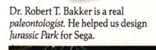
MCA\UNIVERSAL MERCHANDISING



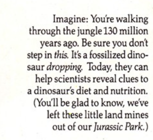
This is *Amber.* The fossilized resin (sap) of an ancient tree. Have you got something you want to preserve for 65 million years? This is the way to do it.

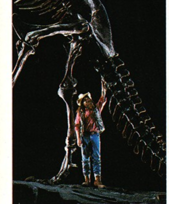


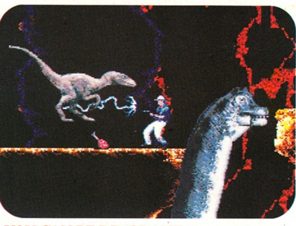
Imagine: You're walking through the jungle 130 million years ago. Be sure you don't step in *this.* It's a fossilized dinosaur *dropping.* Today, they can help scientists reveal clues to a dinosaur's diet and nutrition. (You'll be glad to know, we've left these little land mines out of our *Jurassic Park.*)



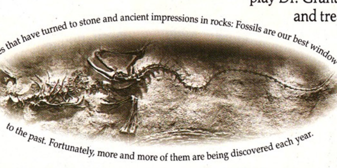
Dr. Robert T. Bakker is a real *paleontologist.* He helped us design *Jurassic Park* for Sega.





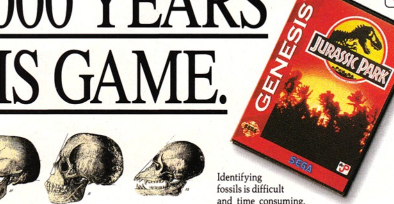


YOU CAN BE DR. GRANT. You can choose to play Dr. Grant as he tries to escape the dinosaurs and treacherous jungles of *Jurassic Park.*



Bones that have turned to stone and ancient impressions in rocks: Fossils are our best window to the past. Fortunately, more and more of them are being discovered each year.

Unlike real paleontologists, Dr. Grant uses tranquilizer darts, a stun-gun, flash grenades, gas grenades, super darts and dinosaur bait.



0,000 YEARS HIS GAME.



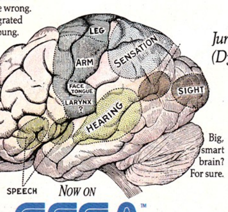
This is the team that designed and created *Jurassic Park* from Sega. Their task was to produce the best looking, most exciting dinosaur game possible. Nice job.

Identifying fossils is difficult and time consuming. Finding a game in the store is too. For your reference, this is *the* game box to look for: *Jurassic Park* from Sega.

Just like in the movie. A dinosaur is a cunning and ferocious adversary. Remember, if you can't beat them, join them. In *Jurassic Park* from Sega, *you can play the dinosaur.*

Over the years, humans have developed large, *intelligent* brains. We can think like no other species ever has. For years, it was thought that dinosaurs were *dumb,* pea-brained creatures. That may be wrong. We've learned recently that they actually migrated to different areas and even cared for their young. Are they smart enough to beat you in *Jurassic Park* from Sega?

Pea-sized brain? Maybe. Maybe not.



Big, smart brain? For sure.

THEY GET SMARTER AS YOU GET BETTER.

Jurassic Park from Sega was designed to include D.P.A.™ *(Dynamic Play Adjustment.)* So as your game skills get sharper, the dinosaurs become harder to outsmart.



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COMING SOON TO GAME GEAR™ AND SEGA CD™

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Continued on Page 102.

You've Got A Real Fight On Your Hands.

Mazin Saga Mutant Fighter

Hand To Hand Combat.

Getting In The Mood.

Cut Me In.

Mazin Saga, Mutant Fighter Puts Fighting Back Where It Belongs; In The Streets!



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GENESIS





Continued on Page 104.


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JUST BY EATIN' LIFE SAVERS.
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OKAY THEN... THIS WILL REQUIRE AN AMAZING FEAT OF SPEED AND SKILL... I'LL NEED A 5,000-FOOT GARDEN HOSE...
THAT WON'T BE NECESSARY, SONIC!
WHAT? BUT I'M THE STAR! I HAVE TO SAVE THE DAY!
MOTHER NATURE'S GONNA DO IT FOR US... READ HIM THE WEATHER REPORT, TAILS!
CLOUDY WITH A 95% CHANCE OF SEVERE THUNDER-STORMS!
YOU MEAN...
EXACTLY! ANY SECOND NOW, WE SHOULD HEAR THAT SWEET SOUND!
SKRAKA-BABOOOM!!
BZZT
HMMM!
POP!
FZZZ!
BUT MASTER, ALL I DID WAS SEED THE GREAT FOREST!
ON
ROBOT DISPOSAL
I'VE SEED WHAT YOU'VE DONE... THAT'S WHY I'M PLANTING YOU IN THE TRASH!
The End
7


IN THE CRUMBLING RUINS OF
A WORLD UNDER SIEGE,
MAN-MACHINE MEETS MACHINE-MAN
AS LEGENDARY CYBORGS CLASH
TO DECIDE THE FATE OF THE EARTH
COMING IN NOVEMBER
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GAMES
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SEGA

EQUIPMENT



Outback Joey from HeartBeat

Is it a video game that's good for you or an exercise program that's fun to use? You decide. Either way, *Outback Joey* from HeartBeat will give you a good workout, and let you have fun doing it.

The HeartBeat system consists of a specially modified Geneses and a master control module that plugs into one of the Genesis control ports. You need to provide the exercise bike, which you hook up to the control module. First, you slip the directional controls onto the handlebars. You will be using these to control your character's movements. Next, you attach the Rev Counter to the wheel of the exercise bike, to keep track of your speed and distance. Finally, you clip the Heart Monitor onto one of your earlobes, and you're ready to start your journey.

Outback Joey, which is included with the HeartBeat system, is an adventure game with an Australian theme. You play the part of Joey, a young male kangaroo, on a quest to rescue his girlfriend Matilda from the evil clutches of Gourmand Gustave McGullet. Needless to say, the greedy Gustave wants to turn Matilda into the blue plate special in his restaurant. To rescue Matilda, you have to travel to four regions in the Australian outback, and seek the advice of the aboriginal elders you meet there.

While the object of the game is to rescue Matilda, the object of the exercise program is to keep your heart rate at the target level for the duration of the game. As you move Joey from one region to another (by pedaling and "steering" your exercise bike), you need to keep an eye on your actual heart rate to make sure it stays within the target range. If your heart rate falls outside that range, Joey becomes vulnerable to attack, jeopardizing your chance of finishing the game.

Continued on Page 108

MARVEL® COMICS

the AMAZING SPIDER-MAN™

WEAVES AN IRRESISTIBLE WEB ON SEGA CD!



















Introducing

THE AMAZING SPIDER-MAN vs.THE KINGPIN ON SEGA CD.

- Swing through 65 levels of super heroic action vs. Doc. Ock, Mysterio and Venom.
- Rock to the original CD Music Soundtrack featuring a new hit from Eric Martin of Mr. Big.
- Amazing Animated Sequences.

SEGA™

Outworld 2375 AD

...and NHLPA Hockey '93 are coming for the HeartBeat system.

As you play *Outback Joey*, the HeartBeat Personal Trainer continually monitors and appropriately regulates your heart rate, coaching you to perform at your optimal training level. It also records and stores all past exercise sessions, providing you with an accurate gauge of your fitness progress. If you want, you can access your workout history after each routine.

Outback Joey is the first in a series of games that will work with the HeartBeat system. Other games being considered for development are *Outworld 2375 AD* and *NHLPA Hockey '93*. While *Outworld 2375 AD* enters you in a thrilling outer-space race for your freedom, *NHLPA Hockey '93* puts you into heart-pumping game play designed around the actual rules of the National Hockey League. One thing is certain — whichever game you choose, you'll put your heart into it.



Game Gear Holster Case

Deluxe Carry-All

The Deluxe Carry-All keeps Game Gear gamers on the go. The main compartment has specialized slots for the Game Gear, Rechargeable Battery Pack, Super Wide Gear, Car Adaptor and TV Tuner. It also has elasticized holders for up to 12 game cartridges. You'll find a front pocket and zippered back compartment to hold manuals and other small items. It has a grip handle and comes with a detachable shoulder strap.

Holster Case

Here's a compact way to take your Game Gear anywhere. This padded Holster case holds a combination of all the basics — your Game Gear, rechargeable battery pack or AC adaptor, batteries and up to six game cartridges. Gamers on the move will find it's rugged and lightweight, and has a comfortable shoulder strap.

6-Button Memo

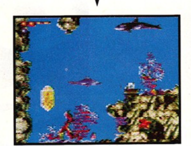
Sega's 6-Button Arcade Stick should be available in stores this Fall. Soon arcade-quality action will be yours at home.


ROBOCOP 3™
FIRST TIME ON GENESIS™ & GAME GEAR™!
MOTOR CITY SHOWDOWN!
BLAST OCP'S FLYING DROIDS.
TEAM-UP WITH ROBOCOP'S OLD ADVERSARY— THE GIANT ED-209.
HALF-MAN, HALF-MACHINE... ALL ACTION!
Armed with laser gun, flame-thrower and missile launcher multi-weapon attachments, you must destroy giant ED-209's and OCP's latest techno-warrior...OTOMO!
Relive all the action of the blockbuster film, as you face a battalion of enemies!
GAME GEAR
GENESIS
SEGA GENESIS 16-BIT CARTRIDGE
GAME GEAR COLOR PORTABLE VIDEO GAME SYSTEM
FLYING EDGE
OFFICIAL SEGA SEAL OF QUALITY





To activate the time sequence Ecco must learn a special song. Consult the Information Glyph.



The Killer Whale and other sea creatures will help you during your journey. Seek out the rejuvenating power of the Shelled Ones.



The Asterite knows mysterious, ancient secrets. Sing to him and receive important powers.



Swim very slowly past the Octopus. He attacks when he senses movement.





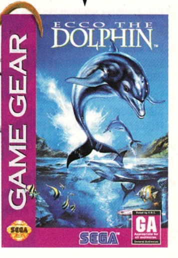


Call to the Pteranodon. Only he can help you over these rugged cliffs.

Gosh darn it, Jenkins! How many times do I have to tell you to go before we leave the boat?



Ecco needs you to help him find his family and restore peace and tranquility to the ocean. Navigate through 17 mysterious levels. Fight sharks, octopi, and other treacherous creatures. Travel through time and enlist the help of an airborne dinosaur. Find the secrets that lay deep beneath the sea.

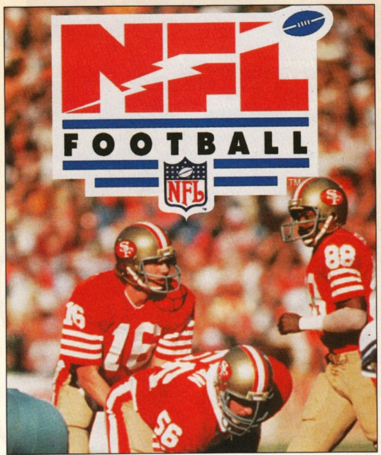


SPORTS Playbook



NFL Football '94 Starring Joe Montana

Real NFL action has never been bigger or better than in *NFL Football '94 Starring Joe Montana* from Sega Sports for the Genesis. Joe is a K.C. Chief this year and is wearing his new colors in this cart! *NFL Football '94* features 900+ actual players from the N.F.L.P.A. like Troy Aikman, Emmitt Smith, Jerry Rice and Reggie White. You get all 28 real NFL teams and an all-new "Behind-the-Quarterback View" that brings you a fantastic from-the-field perspective. Based on the best-selling *NFL '93*, *NFL '94* weighs in at a big 16 megs, has six different field views and includes a juiced-up offense this year with easier passing controls. New features for '94 are — "Speed Bursts" to turn the corner on sweeps or outrun a defender, screen passes and terrific end-zone celebrations. A faster, all-new Sports Talk play-by-play brings you all the furious play and the new six-button pad compatibility gives you more control than ever before. Come down to the gridiron and deliver some hits!



HOT HINTS

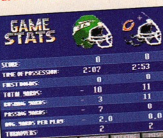
- ✔ Change your field view by hitting Pause and choosing Field View.
- ✔ Call Audibles while at the line of scrimmage by tapping Button B.
- ✔ Use your battery backup to save your stats and standings for a continuing season.
- ✔ Take your team all the way to the Super Bowl after playing a full regular and post-season schedule.
- ✔ To add variety change your field and weather conditions.
- ✔ Look carefully at your Drive Summary screen to see what has had the most effect against your opponent — be it computer or human.



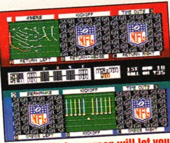
The overall options are on this Game Select screen.



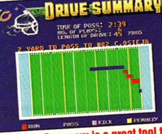
A field goal attempt is a great chance at a few points!



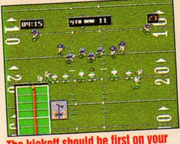
Keep track of your game stats and learn your shortcomings for future practice.



The Play Choice screen will let you choose your play in secret.



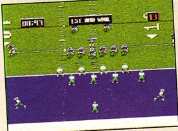
The Drive Summary is a great tool to use to check certain types of plays and their effectiveness.



The kickoff should be first on your list of things to learn to do well.



A touchdown pass is always called for.



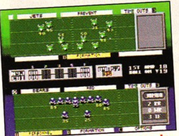
Hey — first and goal already?!?



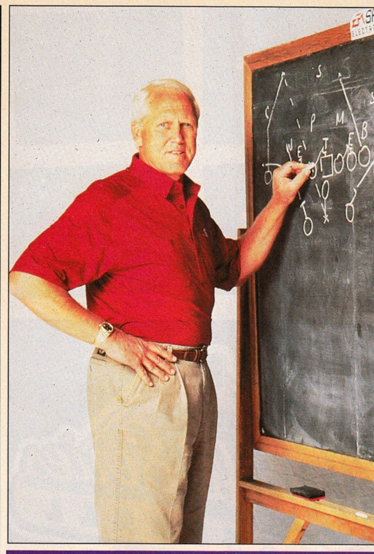
It's up...it's good!



Passing can be cool-looking, but don't hesitate to hand off the ball. Mix it up.



There is a new formation screen in the area where you make your play choices.





Bill Walsh College Football

Football Hall of Famer Bill Walsh lends his name and expertise to *Bill Walsh College Football* from E.A. Sports for the Genesis. Walsh, current Stanford University coach and former San Francisco 49ers coach, was actively involved in this great new college football title from the outset. He did all his own scouting reports on last year's top 24 teams. You get to play with or against 48 of the hottest teams in college football...or see how you stack up against classic teams like Alabama '78 and South Bend '88. A new low-perspective, on-field view puts you right in the middle of the gridiron action. Stadium cams and on-field animations add bone-jarring realism.

HOT HINTS

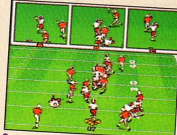
- ✔ Customize your own audibles and play-call modes for more control.
- ✔ Use the Instant and Reverse-Replay to see all the action again.
- ✔ Change the weather conditions to add variety to the game.
- ✔ Listen to the Walsh Report to get a fix on your team's talents and weaknesses.
- ✔ Set yourself on Manual Catch mode to add more difficulty.
- ✔ Settle old scores with the All-Time Playoffs.



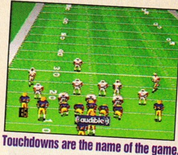
Choose your play in secret and your opponent will do the same.



The Team Match-Up screen will help you to determine teams in the All-Time Playoffs.



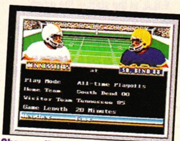
On a pass you can choose windows A, B or C and go for a bomb.



Touchdowns are the name of the game.



The top left window has different things happening at each down.

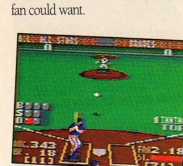


Choose all your major options from this screen.



World Series Baseball

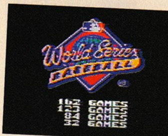
The Great American Pastime comes to the Game Gear in *World Series Baseball* from Sega. A sequel to last year's hit *The Majors: Pro Baseball*, this game comes chock-full of digitized speech, all 28 Major League Baseball teams, 700 Major League players and a full 162-game season. Play against the computer or Gear-to-Gear with a bud. Hit the diamond with a true dream-team in the All-Star game or take the long road all the way to the World Series. *World Series Baseball* will surprise you with its vast content. *World Series Baseball* is all that a baseball fan could want.



When you're pitching, the catcher adjusts his position every time you move. Don't give away your next pitch by moving too much. Try moving the ball more than the pitcher.

HOT HINTS

- ✔ Take the pitcher with the lowest E.R.A. at the start of the game.
- ✔ The real stats for last year's teams and players are used.
- ✔ When playing the computer, swing at most of the pitches. The computer throws very few balls.
- ✔ You can move the ball after it's thrown for some very tough curves.
- ✔ Each type of turf gives the ball a different bounce and speed.
- ✔ Pausing and hitting Button 2 will bring in a Pinch Hitter for clutch situations.
- ✔ Keep track of your pitcher's Strength Meter bar. Go to your bullpen when he's running low.



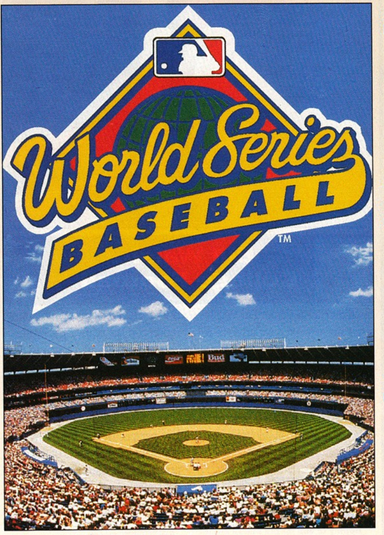
The pennant choice screen.

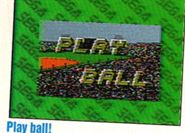


He's safe!



Hey, look! Bases Loaded!





Play ball!

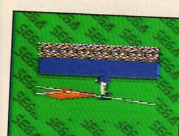
Find the strike zone and break the speed limit!



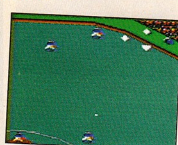
Select from three types of stadiums at the start.



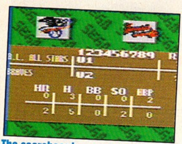
The words "home run" are music to a batter's ears.



This is the screen you see after hitting the batter or throwing a base-on-balls. Avoid it.



When you are batting, try to see as much of this outfield area as possible!



The scoreboard comes up at the bottom and the top of each inning.



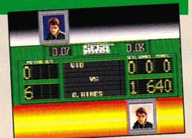
Wimbledon™ Tennis

Grab three friends, your racquet and tennis balls, and get set to hit the courts — *Wimbledon™ Tennis* from Sega is here. *Wimbledon Tennis* is one of the many new titles available for the Genesis that uses the new Team Player tap for four-player mode.

Wimbledon Tennis lets you serve, volley and trade strokes or rally with the game's best. You build your own player and take him or her up through the ranks, choosing to play singles or doubles on lawn, clay and hard courts. Work your way up through the finals of the lawn action at legendary Wimbledon, the All England Lawn Tennis and Croquet Club. *Wimbledon Tennis* is a real tennis-lover's tennis game.

HOT HINTS

- ✔ **Learn to play on grass first as the Tournament at Wimbledon is all lawn play and the ball speed and bounces are slicker on grass.**
- ✔ **At the outset, play exhibition matches. Choose a player instead of customizing your own, move your levels up and play against an opponent with lesser ability.**
- ✔ **Write passwords down between levels even if you are going to continue play. This way if you lose, you can restart at the point where you lost.**
- ✔ **Work on your backhand and cross-court volley. These will make you a winner.**
- ✔ **If you choose semi-auto player control (instead of manual), the computer will make sure that you don't swing too early. Use this option when beginning.**



If you are leading, check out the Score screen and gloat. If you are losing — tap a button and it will go away.



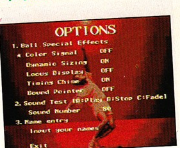
Even if you don't know how to keep score, you can figure out who won.



Yes, you've made it to the Quarters at Wimbledon. Bow to the Royal Box.



This is the Locus-Display. Novice players will find it useful.

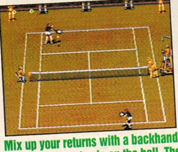


There are some really useful options here. Try them.



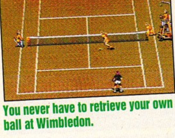


Learn the service side of your game first and increase your first-serve percentage.



Mix up your returns with a backhand to put a different spin on the ball. The D-Button controls the racquet's direction and followthrough.





You never have to retrieve your own ball at Wimbledon.



If you choose Dynamic Ball Sizing, the ball will change size depending on height and distance from you.



Player Selection and Naming is an easy menu choice. You can enter your own name and once you have a player with good stats, save your password.



When you ace your opponent, this screen appears. To get an ace, hit the ball hard (Button C) and put it deep in the corner.

N.H.L. Hockey '94

The game of hockey has never looked better than in *N.H.L. Hockey '94* from E.A. Sports. *N.H.L. Hockey '94* follows on the heels of one of the hottest-selling sports games of all time...and does its predecessor one better. *N.H.L. Hockey '94* adds lots of new animations, manual- or auto-netminder control, expansion teams, logos of all the real NHL teams and battery-save for stats, stats, stats. Get ready to hit the ice. It's always a great day for hockey with *N.H.L. Hockey '94*!

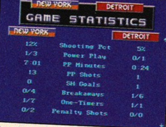




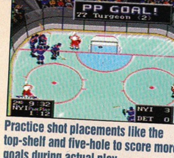
This One-Timer is a great game winner!

HOT HINTS

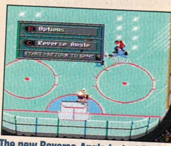
- ✔ Put the faster player on the face-offs. To win the draw, hit Button B as soon as you see the Ref start his motion.
- ✔ The new One-Timer beats goalies about once every five tries. Learn it and use it. When you get good, try the One-Timer off the boards.
- ✔ Even if your goalie is set for manual play, you can decide not to play particular shots. Just don't press Button B to take control.
- ✔ Practice your goaltending with the new Shoot-Out mode.
- ✔ The computer netminders are tough when you're in close. Stay out of the crease.
- ✔ When you see a rebound off the goalie, bring in another player to take the second shot.
- ✔ Try not to take control of your forecheckers. The computer forechecks like a champ for you.
- ✔ On a breakaway, pull up and wait, then do a One-Timer. This scores more than a slapshot.
- ✔ Shoot on the net constantly. Hockey is a numbers game. The more shots on goal, the more goals that you'll score.



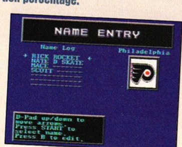
The stats can be very helpful. They tell you what areas need more concentration. Keep track of your shot percentage and your pass-completion percentage.



Practice shot placements like the top-shelf and five-hole to score more goals during actual play.



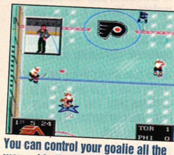
The new Reverse-Angle Instant Replay feature gives you the chance to see the stuff you missed...and a great opportunity to gloat at the other team.



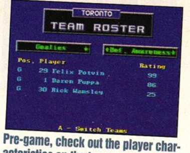
The new battery-save User Records keeps track of wins/losses for up to six teams or individuals.



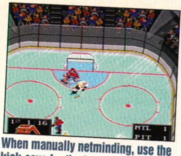
Watch the Match-Ups screen at the start of the game. Players can now be Cold or Hot randomly. This evens things up.



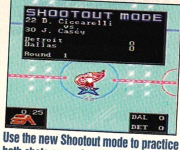
You can control your goalie all the way out to the Blue Line when he has the puck.



Pre-game, check out the player characteristics on the team roster if you aren't familiar with a team.



When manually netminding, use the kick-save for the low shots.



Use the new Shootout mode to practice both shots on goal and goaltending.

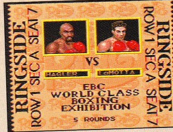


Boxing Legends of the Ring

Take a boxing trip back in time with *Boxing Legends of the Ring* from Electro Brain for the Genesis. Join middleweight legends Sugar Ray Leonard, Tommy Hearns, Rocky Graziano, Marvelous Marvin Hagler, James Toney, Roberto Duran, Jake Lamotta and Sugar Ray Robinson in the ring. This one- or two-player game gives you the chance to round 'em and pound 'em. These fighters are legendary. Do you think you've got what it takes to enter their ring? Jump through the ropes, hitch up your shorts and hope that you don't spend a ton of time face-down on the canvas.



This white frame around your opponent's picture in the corner tells you he'll go to the canvas soon if you keep it up. This is a good time to try your Super Punch.



This is the ticket, like the program for the evening.



Timber! Be aware that they often get up and come back mad.



You can tell just how much your opponent enjoyed the right hook. Do it again.



The closer perspective lets you see your foe close up and personal.



The object of the game. Knock him out.



HOT HINTS

- ✔ Start by playing in the Exhibition mode. Consider it the mercy mode. The boxers don't try as hard and the stats don't count at all. This is a good place to learn the art of fisticuffs.
- ✔ For those of you with an armchair attitude — choose zero fighters then watch a bout. This is a nice way to study the competition and try to work up some strategies.
- ✔ To play and be able to restart with a password, choose the Career mode.
- ✔ When creating a new boxer, you'll need to decide where you did your training. The options are Street, Military and Olympic.
- ✔ Try playing in the Blackout mode. This feature has your boxer's vision become hazed and blackened when pummeled. The Blackout mode only works in one-player games, but provides ultimate realism.
- ✔ Use your Super Punch only when the opponent's face screen up in the corner becomes white (he's on the ropes).



One of the two perspective choices — the farther perspective lets you see more of the two fighters.



A left jab to the face is a nice way to let your opponent know you are in the ring.



This is your stats sequence between rounds. It'll tell you who's ahead and by what score.



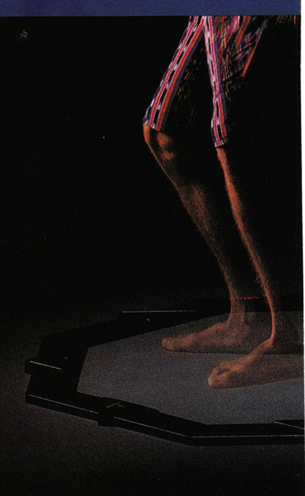
Arena's Mortal Kombat®
Prepare yourself for a plunge into the pit as Johnny Cage delivers his patented, rib-shattering Shadow Kick.





Eternal Champions™
Use Shadow's Flying Step to stomp on Larcen.

SOME KIDS WON'T SEE THE ADVANTAGES



Streets of Rage 2™
Blaze flattens Galsia with her karate chop.



Electro Brain's Best of the Best Championship Karate™
Rearrange his brains when you hit this kick-boxing foe with a Round House.

W E L C O M E T O T



We love it that you love it...VizKidz!, that is! First time out the chute and we've already got letters, pictures and ideas coming in so fast we had to buy an electric letter opener to handle all the mail! Keep your letters coming, and we'll have to buy two.

We heard about two new Genesis games that looked so cool we decided to feature them in this issue. Check out **McDonald's Treasure Land Adventure** and **Fun 'N' Games**, then let us know what you think. We've also included hot hints for two great games for younger gamers. If you've got a kid brother or sister, help them through **The Great Waldo Search** and **Thomas the Tank Engine and Friends** (or better yet, get your mom to help out so she can find out how much fun video games really are).

Look for more cool codes, passwords and hot hints for games like X-Men in future issues. Tell us what games you need help with and we'll get our game experts on it! VizKidz! wanna know!

Genesis

McDonald's® Treasure Land Adventure

Sure, he's a magical clown, but what kind of a video game hero is he? He's terrific! In a game that is as big and bright as the Golden Arches®, Ronald McDonald® proves he can whip up a magical adventure with the best of them in **McDonald's Treasure Land Adventure** from Sega.

To win this game, you've got to be able to grab and swing with Ronald's Scarf. But using it is tricky! Practice Ronald's Scarf move until you can do it without a thought. Then practice it again. This game has three difficulty levels, so go easy on yourself until you get the patterns of the bad guys and the bosses figured out. Ronald would want you to have a good time playing this fun game.

Rated by V.R.C. GA Appropriate for all audiences. General Audiences

HOT HINTS

Look above you all the time for Hooks you can climb to higher platforms. They usually lead to areas packed with goodies.

Some of the bad guys turn into bonus items after you've zapped them. It's worth waiting around to find out.

Check out the lower levels for hidden bonus areas.

Magical Forest



In the Magical Forest, climb to the top platform, then head left to pick up bonus items.



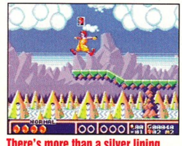
To keep climbing higher, zap all the bad guys, then look for the Hooks at the far right or left of the screen. Keep climbing!



Time your leaps so you don't run into anybody you weren't expecting.



This little guy's shell protects him from your magic. Wait until he comes out to zap him.



There's more than a silver lining to this cloud. Wait until the clouds part, then jump up to get the Ronald power-up.



Hitch a ride with this friendly green frog.



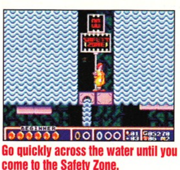
The water will safely take you to higher platforms.



Take this geyser for all you can. Move from side to side to snag bonuses.



Go down to the lower level, then head left and pick up all the bonuses you can before you attempt to cross the water. Duck when the dragon breathes fire at you, then zap him fast.



Go quickly across the water until you come to the Safety Zone.

Scarf It Up!

The Scarf does more than keep your neck warm. It also helps you reach high places and jump from Hook to Hook when there are no platforms available. Wrap this move up tight!



To use the Scarf, stand under a Hook, then press and hold Button A until the Scarf attaches to the Hook. Release Button A and you spring upward.





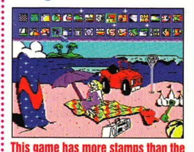
Jump from Hook to Hook when no platforms are available. While holding onto a Hook, press Button A to jump for the next Hook, the D-Button Toward and Button A to grab onto the Hook mid-air. Get your timing right...it's a long way down.



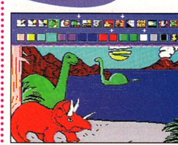
Fun 'N' Games from Tradewest is like eight games and activities jam-packed into one video game! You can paint in a coloring book, draw your own pictures, kick back and listen to some tunes or write and play your own songs, play one of the four mini vidgames, or.... You know, we could talk all day about the tons of cool things you can do with **Fun 'N' Games**, but part of the fun is discovering the tons of hidden features. We'll show you what we mean. After all, a picture is worth a thousand words. But first we need to let you know that you can play **Fun 'N' Games** with either the Sega Mouse or your standard Genesis controller. 'Nuf said.

5 Zones of Big-Time Fun!

Magic Picture Machine



This game has more stamps than the Post Office. To stick 'em wherever you want, just select the stamp icon, move the cursor to your picture, then press Button A.



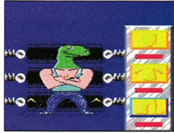
Choose a picture from the dozens available in the coloring books, or draw a picture of your own.

Stylin' Stuff



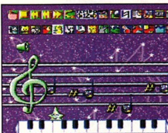
Can't think of a thing to wear? The closet in the Stylin' Stuff fun zone is limitless. Mix and match...or mismatch...clothes, bodies, legs, shoes, hair. You get the picture.

Mix 'N' Match

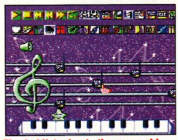


What will you think up next? Create an alien limited only by your imagination.

Magic Music Box



Want to just kick back and listen to some tunes? The Magic Music Box lets you choose from dozens of well-known songs. Press Button A to select the song you want from the bottom row of icons, then press the Play button (the first yellow arrow on the top row).



Tired of listening to the same old songs? Write your own, Beethoven! Or you can insert wacky, crazy barnyard sounds to spruce up an old favorite! Choose an instrument and the tempo, then place the notes on the staff or pick out a tune using the keyboard. Hit Play, then sit back and enjoy.

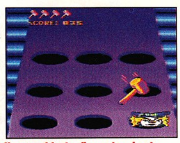
Mini Video Games



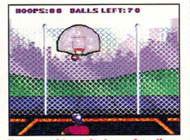
Mouse Maze is fast-paced fun. Collect the cheese slices before the hungry cats get you. The dog bones let you turn the tables on the cats. You become a dog in hot pursuit...but only temporarily.



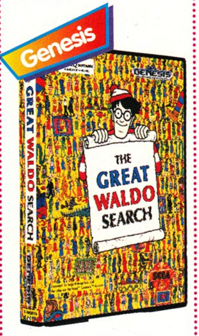
Zap oncoming asteroids and space aliens in Space Lazer.



You need fast reflexes to win at Whack A Clown... especially since some of the heads that pop up aren't clowns.



If you need to perfect your free-throw average, try Basketball Jones.



The Great Waldo Search

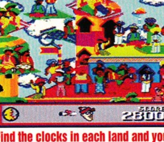
Search no further for the perfect video game for your kid brother or sister — **The Great Waldo Search** is it! This is a two-player game made for gamers-in-training and Waldo fans everywhere...including Mom or Dad hangin' tight on the second controller. **The Great Waldo Search** is as much fun as the popular Waldo books. Plus, it's interactive, which is a kick for kids. You get a round of applause when you find bonus items, a hearty "There's Waldo!" when you find the trusty traveller, and happy barks from Woof when he earns dog biscuits.

The object is simple and fun: You have to find Waldo, the scrolls, bonus items like clocks and points, and even Woof in five different lands in the Realms of Enchantment. Find Woof and you get to steer him on a magic carpet ride across a sky dotted with dog biscuits.

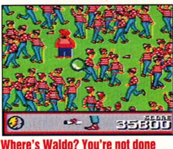
HOT HINTS

Press Button B to move the magnifying glass really fast.

Every time you press Button A, you lose time on the clock.



Find the clocks in each land and you earn more time.



Where's Waldo? You're not done until you find Waldo, of course!



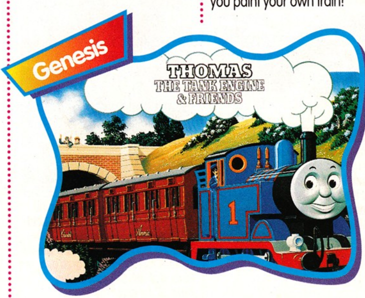
Find Waldo's faithful friend Woof and you get to steer him on a magic carpet ride across a sky dotted with dog biscuits.



Give yourself plenty of time to locate the hard-to-find scroll. Pick up all the clocks you can for extra time.

Thomas the Tank Engine & Friends

Thomas the Tank Engine from the popular childrens' show **Shining Time Station** chugs across your TV by way of the Genesis in a fun-filled game from THQ, Inc. **Thomas the Tank Engine and Friends** is made for the kindergarten crowd and young school-age kids. It stars Thomas, his trainyard troupe and cheery Sir Topham Hatt in a three-part game with a Game mode, The Race mode and Explore mode. Plus Thomas has a cool paint program that lets you paint your own train!

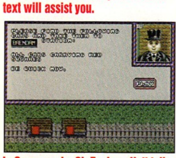


HOT HINTS

In Game mode, pick up the cars you need when you see them. You can rearrange the order later.

The blue balloons speed you up. Pop away!

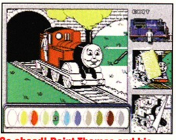
If you forget what you're looking for and where to take the cars during Game mode, press Button C. The reminder screen with pictures and text will assist you.



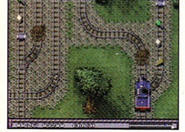
In Game mode, Sir Topham Hatt tells you the cars to find, the order to put them in and the station to take them to. The games become more challenging after you complete each task.



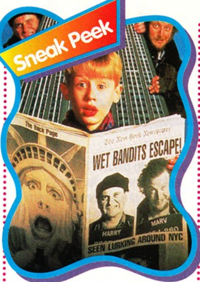
Don't pop purple balloons! They'll slow you down for a while. Slow down when you approach one, then let it move off the track so you can zip past.



Go ahead! Paint Thomas and his friends outrageous colors in the Paint program. Choose among five different pictures.



Detour to the other track when you see dirt on the track ahead. Conductors and other trains crossing the track will also cause you to stop, losing time during a race.

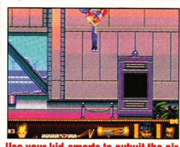


Home Alone 2: Lost in New York™

He's b-a-a-c-c-k-k-k! And New York will never be the same. Kevin, the kid who made the words "Home Alone" sound terrifying to the bad guys, returns in his second Genesis adventure. It promises to be as much fun as the blockbuster movie! **Home Alone 2: Lost in New York** puts every kid where he wants to be: In control!



The airport terminal is a great place to practice Kevin's slick slide move.



Use your kid-smarts to outwit the airport crowd.

Write To Us—We Love the Attention!
Sega Visions
VizKidz!
P.O. Box 3899
Redwood City, CA 94064

CHECK IT OUT!



Starting Your Christmas List Early?

If you are, you should add **Disney's Beauty and the Beast** two-game "Family Edition" to your list. This two-game set from Sunsoft includes "his and hers" games that everybody in the family will enjoy. **Belle's Quest** lets you play as the brainy, brave Belle. **Roar of the Beast** puts you in the Beast's shoes in an all-new adventure. Both games are based on the classic story as told in the Disney movie, though each has different game play and a different ending. We think you should play both and have twice as much fun!

Disney's Beauty and the Beast is due out in time for Christmas. We predict the set is gonna be so hot, you'll have to wear gloves to put 'em in your Genesis...so ask for gloves, too, if you don't already have some.

What Could Possibly Go Wrong?

It's Thanksgiving weekend, your first big holiday since the school year started. You're settling down to watch the "Kid's Day Off" three-hour TV marathon, Mom's cooking turkey and Dad's watching football. What could possibly go wrong? you think. Everything, if you're Bubsy Bobcat, the latest video-game character to star in an animated television special.

"What Could Possibly Go Wrong?" is the name of Bubsy's half-hour special which will air in syndicated markets during the "Kid's Day Off" block of shows at Thanksgiving. Bubsy's misadventures start when he puts on a Virgil Reality helmet (named after its inventor, Professor Virgil Reality), which makes his thoughts become reality. We won't give away all the good stuff, but plan to scale the heights and depths of a bobcat's wild imagination.

CHECK IT OUT!

VizKidz! Wanna Know

Dear VizKidz!
I've had my Sega Genesis for almost a year. I got my first Sega Visions in January. I like how you answer questions from kids in the United States. I like it where you give new reviews and sneak peeks on new games, but I really want to know about this new person Aero the Acro-bat. How does he act? Is he like Sonic the Hedgehog and does he have a mission?

A.P., Kings Mountain, NC

You know, we answer questions from kids all over the world 'cause that's how wide our readership goes (haven't had any letters from outta the world yet). About this Aero the Acro-bat character, we think Aero's got his act together as you can tell if you check out the two-page "Just Review It" we did on Aero's circus exploits. He's fast, but because he's a bat, he does different things than Sonic. By the way, we found out he's a domestic bat, but he'll probably have international appeal, too.

Dear VizKidz!
I think your Sonic the Hedgehog games are great! They have the coolest graphics I've seen on any system. I'd like to know, are you going to make any more Sonic or Tails games?

N.H., no address

We aim to please! Two all-new Sonic games are featured in this issue for all you gamers caught up in Sonic-mania (and who isn't?). Sonic Spinball for the Genesis puts the Blue Streak inside different pinball tables — as the bouncing blue ball, of course! Read up on it in the "Games Features" (Genesis) section. Then flip to the "Sneak Peeks" (Game Gear) section to check out Sonic Chaos on the Game Gear. Our game developers have their Red Sneakers on and are working like a blue streak on Sonic 3, the next great title!

Sonic Sidewalk Art



Mischa Kavish, Age 5, Palo Alto, CA

Rad Envelope Art

Natalia Hernandez

Jacob Suckow, Metamora, MI

Brie McPherren, Manhattan Beach, CA

Lexi and Tori Grosse, Washingtonville, NY

Christina Lenca, Bedford TX

Gavin Lehr, Lake, MI

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TOTALLY SONIC

WHERE SONIC THE HEDGEHOG FANS CAN CHECK OUT THE LATEST AND GREATEST SUPER SONIC GEAR!

He's baaaaack... with more goodies. If you're looking for something Sonic, this is the place for you. Whether you want a birthday gift for a favorite friend or just a little Sonic for yourself, this is the place to see what's new. Sonic has quite a collection this time — from all kinds of great books to a cool road-racing set. And don't miss Sonic's T-shirts and hats — perfect for the new school year (they may even add some speed to those homework assignments).

More good news! Some of these Sonic goodies are available now! See page 127 for products you can order direct.





Hats Off to Sonic!

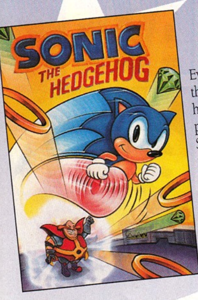
Hats off to Sonic! Available in five different colors, these 100% cotton twill hats fit heads of all sizes.

Available for the holidays in all major mass merchants and children's boutiques.

Sonic T-Shirts

With Sonic on your shirt you'll always be in style. And when you're wearing a comfortable Sonic T-Shirt, you're bound to do everything faster.

Now available in specialty and retail stores. (Also see page 127.)



Read All About It!

Ever wonder where Sonic got those radical red sneakers? Or how Robotnik came to rule the planet? Who is Sally and how did Sonic meet her? Curious? Then fasten your seat belts and let the adventure begin with this 64-page digest-size book starring — you guessed it — Sonic.

Available now wherever books are sold.



Comics! Comics! Comics!

If you like receiving monthly mail and you like reading comics, then check out this Sonic series. With every issue you can read about Sonic and his band of freedom fighters in their quest to free their friends and rid Mobius of Robotnik. This comic book is zipping off the stands at Sonic-like speeds!

Available at comic shops and newsstands everywhere or subscribe now by calling (914) 381-2822. (Check with your parents before you call!)



Art for Your Walls

If you need something bright and Sonic for your bedroom wall, how about a new poster? This one features Sonic, Tails and what's-his-name.

Available at mass merchants and other major retailers. (Also see page 127.)

Super Sonic Race Set

If you're a Sonic fan, it goes without saying that you like high speeds. That need for speed will likely be satisfied with this figure-eight race course. So you think you've got what it takes to race Sonic? How about Tails? Give it a go with these radical, turbo-charged speedsters.

Available for the holidays at toy stores. (Also see page 127.)





Electronic-Game Books

You'll need luck and strategy to help Sonic save planet Mobius and rescue his friends from ol' egghead himself in these all-new exciting electronic-game book adventures. Batteries and a swivel cap marker are included.

Available late October in all major toy and book stores.



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Here it is — your section — exactly what you're telling us about your favorite games, hottest tips, codes, hints and best scores. If you have something cool you'd like to share with other Visionaries, send it to us. It's your section and your chance to "show and tell" other Visionaries. Remember, all readers mentioned in the Sega Visionaries pages get a FREE exclusive-not-available-in-any-store Sega Visionary T-shirt. You could get your name in print, look great in a new T-shirt and be famous!

Top Scores

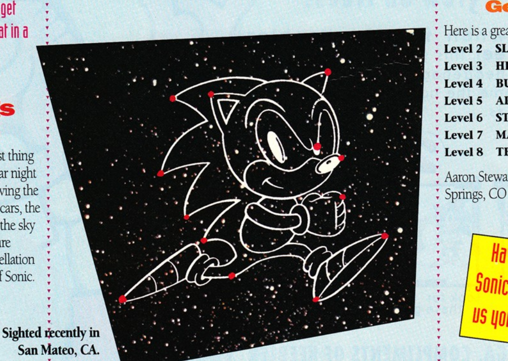
Just a reminder — we can't use your entry if you don't include a clear photograph of your top score. Please print your name, age, address, the name of the game and the score either on the back of the photo or on a separate piece of paper. As a matter of fact, whichever *Sega Visions* contest you enter, it's always a good idea to print your name, age and address on the back of your entry.

Visionary Congrats to the Following Top Scorers:

Cool Spot (Genesis)	291,030	Mike Sedano, Old Bridge, NJ
Sonic 2 (Genesis)	3,399,430	Justin D. Janes, Kansas City, MO
Tazmania (Genesis)	22,222,220	Stephen Krogman, Boca Raton, FL
Sewer Shark (Genesis)	3,542,389	Peter Semonche, Alpha, NJ

Sonic Sightings Update

The other night the strangest thing happened. It was a dark clear night when the staff at SV was leaving the office. As we walked to our cars, the Editor suddenly pointed to the sky and shouted, "It's Sonic!" Sure enough, there's a new constellation of stars in the exact shape of Sonic.



Sighted recently in San Mateo, CA.

Guest Artist

Sega Visionary-homeschooled Guest Artist Patrick Meehan is interning here at Sega. His summer projects include work on *Sonic Spinball* and *Jester* (not a bad way to spend a summer). His awesome artwork is highlighted on the following page for *Krusty's Fun House*, *X-Men*, and *Fatal Fury*. Pat hopes to be a game designer some day, and after seeing his artwork, he has our vote.

Lotus Turbo Challenge

Genesis

Here is a great code to skip levels:

Level 2	SLEEPERS
Level 3	HERBERT
Level 4	BUSINESS
Level 5	APPLEPIE
Level 6	STANDISH
Level 7	MALLOW
Level 8	TEACUP

Aaron Steward, Hot Sulpher Springs, CO

Have you seen Sonic lately? Send us your sightings!





Krusty's Fun House
Game Gear

Here are some codes I found:

Level 2	SELMA
Level 3	SCRATCHY
Level 4	SKINNER
Level 5	GROENING

Cynthia A. Beaumont, North Bergen, NJ

Time Gal
Sega CD

Here are some helpful codes for *Time Gal* for the Sega CD. When the title screen appears, press Start and go to the Options screen. Then select Visual mode and enter the following codes to watch the stage and/or consequences should you make the wrong move:

Stage (Time Era)	Code
70,000,000 BC	BMCFXWRL
65,000,000 BC	GJRPQVKS
30,000 BC	THMZCYFD
1600 BC	RYFGSXDK
44 BC	FTGBDQPW
500 AD	VSLCZKTJ
999 AD	CYVZPBMG
1588 AD	DRXHTLQJ
1941 AD	WBMRJZVH (World War II)
1991 AD	SHKXGJWF (Desert Storm)
2001 AD	XPTMCSHD
2010 AD	ZVYFLGQJ
3001 AD	QWCDHRKT
3999 AD	PLQTVMXY
4000 AD	LKDWBSYF
4001 AD	KVGPRZCW (Final Stage)

Chris McDevitt, Philadelphia, PA

X-Men
Genesis

After you beat Mojo in Mojo's crunch, you have to proceed to the right, jumping from platform to platform. Watch out for the Cylinders of Flames as you are doing so. After you get all the way through, go up. Proceed right again and you will see a computer form like the one you saw after you beat Apocalypse. Punch the computer and Professor X will come out and tell you to press Reset. Listen to him. After you press Reset, you will see a bunch of zeros and ones on the screen. Then the introduction to the next level will appear.

Stephen Wigmore, Quincy, MA

In the upper right corner of the Danger Room there is a box with wires on it. Smash it and your time limit in the Danger Room will go from 30 seconds to 1 minute and 30 seconds.

Matt Ricca, Livermore, CA



Fatal Fury
Genesis

Here is a tip to get unlimited continues. After losing, the Continue screen will come up with the number of credits shown on the left-hand corner. Hold Up on the control pad and press A, B and C simultaneously. Let go of A, B and C, then press them again. Each time you do this your credit will go up by one. You can do this every time you lose your matches.

Oliver Drewes, New York, NY

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